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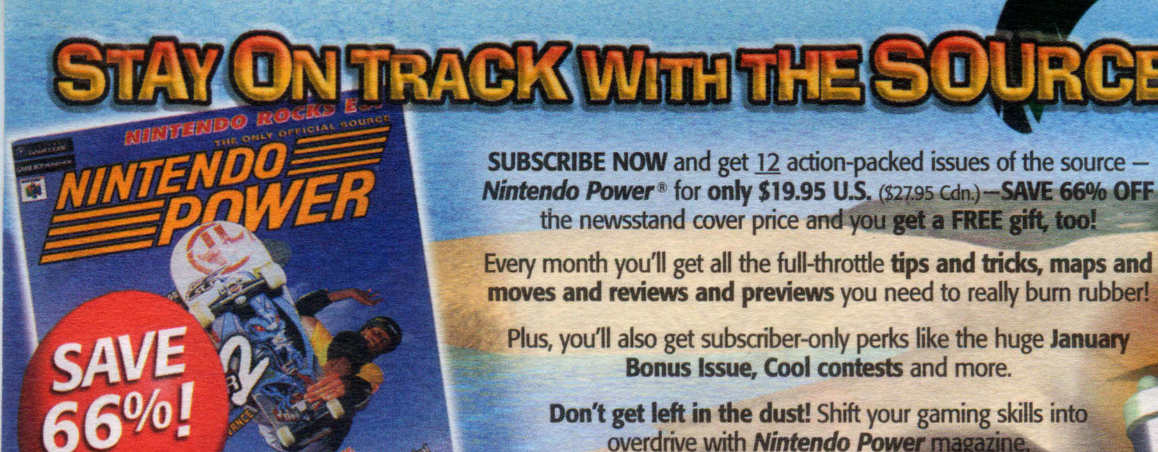
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Rogue Rules......... 24

Nintendo GameCube coverage hits hyperspeed in this issue with a fleet of GCN sneak peeks. Our *Star Wars* Rogue Squadron II: Rogue Leader preview leads the pack with details on the game's soaring features and cinematic scenes. Discover how the action-packed epic fits into the adventure-filled *Star Wars* universe.

World News 30



Straight from Tokyo, the scoop from Nintendo's Space World 2001 event is all about upcoming releases for Game Boy Advance and Nintendo GameCube. Cross the Pacific with Nintendo Power and discover what's in store with our exclusive Space World wrap-up. The report includes news on Pikmin, Animal Forest Plus and much more.

Open House 36



Incredible special effects, perfect play control and the star power of Mario's younger brother make Luigi's Mansion a surefire Nintendo GameCube smash. Spend some time in the mansion with our screen shot-filled preview and find out for yourself why the game was the jaw-dropping hit of E3.

"Monkey" Shines... 56



Nintendo GameCube's first foray into monkey-based entertainment is a wild, rollicking simian spectacular, with minigames, party games and monkeys, monkeys, monkeys. Find out about monkey pool, monkey bowling and monkey fights when you get your opposable thumbs on our primate preview of Super Monkey Ball!

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PLAYER'S PULSE

Boo! Did we scare you? Probably not, but there are a number of games that seem to do the trick—and to our surprise, the eerie fellow who inspired the most letters was a certain salesman from Majora's Mask! The Write Away, Right Away frightfest is in maximum overdrive, so grab a flashlight and dive in.

BUMP IN THE NIGHT

I'd say that the Skulltulas from Majora's Mask are the scariest creatures I've ever seen. It's freaky when you're walking along and a big spider suddenly drops on your head!

Christian Rhudy
Crestwood, KY



The thing that haunts my dreams is the Happy Mask Salesman in Majora's Mask. He's got sharp teeth and piercing eyes, and he always hangs out in the shadows with a creepy song echoing in the background. That's one messed-up dude.

Anonymous
Via the Internet

The freakiest boss ever was the thing from Super C. It's so scary, I can't even remember its name.

Jay Rhyne
Via Mail

You mean Red Falcon? Oops, we should have whispered that one.

The scariest monsters are always zombies. They're even more freaky than my Spanish teacher. You know what would be really scary? Zombies that give you the urge to study Spanish.

Andy Taron
Via the Internet

¡Ayudame! Zombies me estàn tratando de dar mucha tarea!

What about Tingle from the Zelda games? He's a 35-year-old man who thinks he's a fairy, shouts "Tingle, Tingle, Kooloo-Limpah," throws confetti on you and waits for someone to shoot his ballon so he can sell them a map. I don't know about that.

Nathan Elliot
Columbus, WI

The freakiest character has to be Mother Brain. I mean, it's an enormous, drooling, missile-firing, beam-shooting, bulbous-eyed, snaggle-fanged, mutated, demonic brain on a 30-foot-tall, horribly twisted mechanical body!

Brandon Sibbel
Papillion, NE

When I first started playing Ocarina of Time, I didn't know anything about the enemies. The first time I saw a ReDead and heard it scream, I was really scared! Now I won't go through Hyrule Castle Town as an adult ever again.

Eric D.
Via the Internet

Not to worry—a quick rendition of the Sun's Song will put those ReDead in their place.

One of the scariest scenes was in Paper Mario, right before you go into Forever Forest. Bootler, a Boo, comes up and starts talking normally, then after a while he screams really loudly. I don't get startled easily, but that was ridiculous!

Chris Nolt
Clearwater, MN



LETTER OF THE MONTH

The most frightening characters in Nintendo history are the Moblins from Ocarina of Time. I was walking along when BAM!—a Moblin leaped out of the hedges and charged at me with a huge spear. That scared me out of my socks! It's all fun and games until someone puts an eye out with that thing.

Jason Malcolm
Via the Internet

If you think that's scary, check out our Luigi's Mansion preview on page 36! But if you want to experience the rampaging Moblins for yourself, head for the Forest Temple in Ocarina of Time after becoming an adult. We don't know what's worse—seeing a Moblin charge at you or having it suddenly appear BEHIND YOU. Shudder.

What about Banjo-Kazooie? When you lose all your lives, Grunty steps out of her machine and looks pretty, but Tooty looks like an ugly beast! That was spooky!

Michael Rudnicki
Leavenworth, KS

The scariest moment is when you make it to the last boss and realize that you've forgotten to stock up on health items or pick up an important weapon.

DaAwesm
Timonium, MD

The scariest character? It's gotta be the Great Fairy from Ocarina of Time. I mean, what kind of fairy shoots out of the water and screams like a psycho? Have you seen the way Link looks at her? He has a startled look that says, "Dude, what's going on?!"

Charlie Tymms
Via the Internet

I think the most frightening characters are Wario, Waluigi and Vlade Divac from NBA Showtime.

Sean Moynihan
Tucson, AZ

Um . . . Vlade Divac? Sure, he's pretty tall and somewhat hairy, but come on!

The scariest Nintendo scene is in Harvest Moon 64. If you leave your cows in the rain, their eyes bug out.

Claire McClory
Via Mail

Thanks for all the memories. Now we probably won't sleep for weeks!

UP, UP AND AWAY

I'm going on a trip to Newfoundland, and I'll be flying. It's about an eight-hour trip, so I plan to bring my GBA. But I was wondering if it's safe to bring my GBA on the plane. If I play a game, will it send out radio waves that interfere with the plane's controls?

Travis Anderson
Via the Internet

All major airlines ask their passengers to turn off handheld devices, including cell phones, pagers, laptop computers and Game Boy Advances, during takeoffs and landings. It's more of a just-in-case precaution than anything else. Once you're in the air, however, you can play to your heart's content—but you might have to share with curious onlookers!

ANSWER UNOWN

In Pokémon Crystal the Unown look like the English alphabet. I was wondering if the Japanese version has over 1,800 Unown to match their alphabet?

Anonymous
Via the Internet

You're right about the Japanese alphabet—it has a lot of characters. In fact, Japanese is written using three different alphabets. That explains why it sometimes takes a while to import Japanese games to other countries—the translation process can take months. The Unown, however, look exactly the same no matter your Game Pak's country of origin.

BASIC CABLES

In Volume 147, you showed a picture of the GCN from the back. There is a slot for a regular audio/video cable and a second one for a digital video cable. What's the difference? Does it improve the graphics or what?

Anonymous
Via the Internet



The digital audio/video cable will provide improved picture and sound—but only if your television has the proper hookups. If your TV is more than three or four years old, you're probably out of luck.

LINK'S RETURN

I've been a huge fan of Zelda for a long, long time, and think that a Legend of Zelda title on Nintendo GameCube would be the best of the series. Mr. Miyamoto has always put an ultimate effort into these games, and I know the GCN will be able to display massive landscapes, detailed villages and huge, complex dungeons. I can't

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wait! Is there a planned release date?

Hafeez Muneer
Via the Internet

The release of a new Legend of Zelda game for the GCN has, indeed, been announced for late 2002, and the latest information from Space World indicates that it will sport a more cartoon-ish look than Ocarina of Time and Majora's Mask. We've also learned that the GCN will launch in North America on November 18th, not the 5th as previously announced. The system launch colors will be Jet Black and Indigo, while the Controllers will come in Indigo, Transparent Indigo, Spice (orange) and Jet Black. Check out Game Watch, which begins on page 14, for your first look at the new colors.

SUPER MOVIE-O BROS.

Every time the Super Mario Bros. movie gets mentioned in Nintendo Power, you insult it. Every single time! I know—I've been keeping count. I like that movie; therefore, I would like your magazine to say one good thing about Super Mario Bros. If you would say one good thing, just *one* good thing, I would feel better.

Jacob
Via the Internet

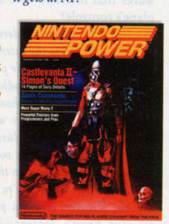
Well, it's only 97 minutes long. That's a good thing.

COVER STORIES

What was the weirdest thing Nintendo Power ever put on its cover?

Preston Chang
Via the Internet

Castlevania 2: Simon's Quest was the cover story for NP's second issue, so we dressed a long-haired, blonde man in a cheesy costume, gave him a sword and Dracula's severed head to hold and took a picture. That's about as weird as it gets at NP.



PAC A LUNCH

When you were talking about the Ms. Pac-Man game in Namco Museum for Game Boy Advance, I noticed that the four ghosts were named Inky, Blinky, Pinky and Sue. I thought it used to be Inky, Blinky, Pinky and Clyde.

Anonymous
Via the Internet

Clyde was a member of the ghostly foresome in Pac-Man, the first of many games in the long-running series. He was later replaced by Sue so that Ms. Pac-Man could have a female adversary.

ZELDA ON THE TUBE?

Hey! Wasn't there a Legend of Zelda cartoon on television some years ago? I think I once saw an episode where Link was being chased by somebody and he was trying to get away or something. If there really was such a cartoon, could you tell me when it aired?

Matt Bazzini
Bakersfield, CA

Yeah, the infamous "somebody chasing something" episode was actually our favorite. But as for your question, yes, there was a Zelda cartoon. Creatively titled "The Legend of Zelda," it debuted with "The Super Mario Bros. Super Show" in 1989 and ran for only 13 episodes. It was aired in conjunction with another Nintendo-related cartoon, "Captain N: The Game Master."

DO THE WAVE

Hey Nintendo! Keep up the good work! Here's my question: There's no doubt that I'll buy a GCN, but if I were to purchase four wireless Wavebird Controllers to play Super Smash Bros. Melee, would there be any miscommunication between the Controllers? Would you control two characters at the same time? How does that work? Thanks.

Luke Boswell
Via the Internet

Every wireless Wavebird has its own receiver unit that plugs into the GCN. The Controller communicates with its receiver via radio waves. Each of the receivers is set to a slightly different radio frequency, so no two Controllers will interact. The technology is similar to that used in a garage door opener—an opener will work with only one particular garage. You can drive around town pointing at every garage you see and clicking madly, but it won't do you any good.

POWER CHART

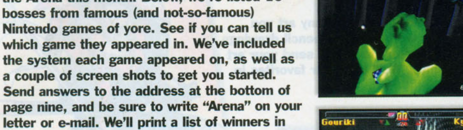
We're devoting this month's Power Chart to 10 sequels that surpass the originals. The humble pros at NP chose the list, but there's lots of room for debate. Was Tooie better than Kazooie? And how can anything best the original Super Mario Bros.? Check out Write Away, Right Away to add your two cents.

SUPER SEQUELS

1. Mario Party II
2. Banjo-Tooie
3. Rush 2049
4. Breath of Fire II
5. Dragon Warrior III
6. Gauntlet Legends
7. Super Mario Bros. 3
8. Zelda: A Link to the Past
9. Ogre Battle 64: Person of Lordly Caliber
10. Tony Hawk's Pro Skater 2

ARENA BOSS CHALLENGE

We've come up with a diabolical challenge for the Arena this month. Below, we've listed 10 bosses from famous (and not-so-famous) Nintendo games of yore. See if you can tell us which game they appeared in. We've included the system each game appeared on, as well as a couple of screen shots to get you started. Send answers to the address at the bottom of page nine, and be sure to write "Arena" on your letter or e-mail. We'll print a list of winners in the December issue.





1. Orochi (GBC/NES)
2. Nizbel (SNES)
3. Big Blag (NES/SNES)
4. Evil Mani Mani (SNES)
5. Shade Man (SNES)
6. Bulzeeb (N64)
7. Mr. Patch (N64)
8. Grendal (N64)
9. Golgroth (N64)
10. Gouriki (N64)

A GUIDING FORCE

How do you decide which games get Player's Guides and which don't? Is it based on difficulty, the company who makes the game, or something else?

Alex Shouldis
Via the Internet

We consider many factors when deciding which games will receive the guide treatment. You nailed an important one when you mentioned difficulty. A game has to be reasonably tough to warrant a guide. Also, the game needs to lend itself to the kinds of tips and tricks you'd find in a guide. A game like Tetris, for example, requires timing and coordination but little strategy, so a guide wouldn't be particularly helpful. And, finally, we take into account how popular we think a game will become.

BOBBIN' ALONG

In Majora's Mask there are lots of cow statues with bobbing heads. They are everywhere in Clock Town. If you roll into the closest wall, their little heads start bobbing like crazy. It's fun, but why are they there?

Felicity Hawn
Via the Internet

Clock Town doesn't have a baseball team, so its denizens have to make do with bobble-headed bovines instead of players. Another Majora oddity is that Clock Town has lots of cow dolls but no cows, while Romani Ranch has cows but no dolls.



A SMASH HIT

I'm really interested in Super Smash Bros. Melee for the GCN. Could you tell me the names of all the weapons and items, all the levels you can fight on and all the secret characters? Thanks!

Anonymous
Via the Internet

Sure, we'd be happy to! The secret characters in Super Smash Bros. Melee are . . . well, shucks. We're out of room! Look for a detailed preview in an upcoming issue.

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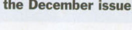
WRITE AWAY, RIGHT AWAY



Sequels have always been part of the gaming world and we want to know what you think. Do you enjoy revisiting a favorite game in a new way, or do you want only original quests? What are your favorite and least favorite sequels? And check out the Power Chart—are we right on or way off? Send comments to the address at the bottom of page nine.

ARTIST'S GALLERY

A bright, bold Crono and a smirking Waluigi highlight the Artist's Gallery this month. Be sure to write your name and address on the back of any art you send us, and always use color in your work. Ink and pencil drawings don't show up well in the mag. Finally, don't forget to send your art showcasing rare and overlooked games. We'll print our favorites in the December issue.

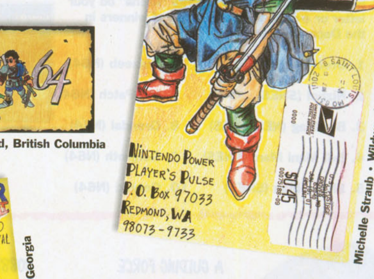




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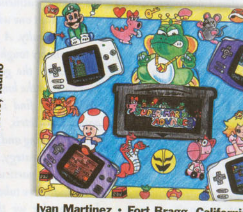
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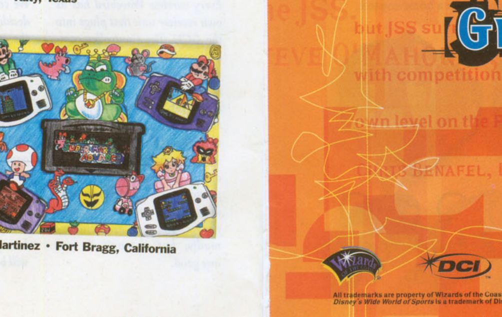
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Mech Platoon



Dave Mirra Freestyle BMX 2

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Donkey Kong Racing

FINAL NORTH AMERICAN LAUNCH PLANS FOR GCN

Gamers, mark your calendars. Nintendo of America has finalized plans for launching the powerful Nintendo GameCube console in the United States and Canada. On November 18th, 700,000 GCN units will be available in two colors. Hoping to avoid the problems that competitors have faced at launch, Nintendo decided to delay the launch by two weeks and increase the number of available GCN consoles by more than 25%. An additional 200,000 Nintendo GameCube consoles will be available by the busiest shopping weekend of the year as a result of the slight delay. The suggested retail price of $199.95 remains unchanged. Supplies of the first GCN games will also be higher than if the system had launched earlier in the month.

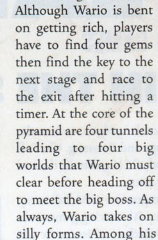
Nintendo GameCube will first appear in the North American market in Jet (black) and Indigo (blue) versions. In Japan, a third color, called Spice (orange), will be available. Separate Controllers in North America will be available in Jet, Indigo and Spice at a suggested retail price of $34.95. Launch titles from Nintendo include Luigi's Mansion and Wave Race: Blue Storm. Pikmin will be released just one day after the launch on November 19th. All three games carry a suggested retail price of $49.95. Gamers should look for Super Smash Bros. Melee and Eternal Darkness: Sanity's Requiem on December 3rd. Many third-party publishers also plan to meet the launch target with their games. *Star Wars* Rogue Squadron II: Rogue Leader, Super Monkey Ball, Madden NFL 2002, SSX Tricky, FIFA Soccer 2002, NHL Hitz 20-20, NFL Blitz 20-20, All-Star Baseball 2002, Dave Mirra Freestyle BMX 2, Extreme-G 3 Racing, NFL Quarterback Club 2002 and Crazy Taxi are all planned launch titles. That's the best lineup in Nintendo console launch history, and Activision, Ubi Soft, Kemco, Interplay and other publishers are working around the clock to bring you the most impressive first-generation library of games ever seen on a home console.



WARIO GOES FOR THE GOLD

When Wario stumbles upon a golden pyramid in the jungle, he can't help but charge right in to explore the amazing find and search for treasure. That's how Wario's fourth adventure begins. Remarkable graphics and excellent sound set the stage for Wario's first performance on Game Boy Advance, and the game play in Wario Land 4 is just as freaky and fun as every preceding Wario journey has been to date.





THE RICHES OF WARIO

Virtually all of Wario's considerable abilities are available to you right from the start in the Hall of Hieroglyphs. Wario's patented charge, stomp, throwing moves, crawl, slide and punch are demonstrated in hieroglyphs on the walls to teach newbies how to get around. Although Wario is bent on getting rich, players have to find four gems then find the key to the next stage and race to the exit after hitting a timer. At the core of the pyramid are four tunnels leading to four big worlds that Wario must clear before heading off to meet the big boss. As always, Wario takes on silly forms. Among his other skills, he can fly like a bat, blimp up like a balloon and flatten out like a pancake. There are puzzles, boss fights, races against the clock and much more.











MINIFUN MADNESS

Between treasure hunting stages, Wario can earn points in the minigames. Try your hand at such activities as Wario's Homerun Derby, The Wario Hop and Wario's Roulette, but keep in mind that you have to spend money to play. Each minigame costs a pretty penny to enter. You can visit an item shop, as well, and stock up on useful stuff, such as an Apple Bomb, a Blast Cannon, a Vizorman, a Bugle or a Smile. You'll need to collect special medals that allow you to use the special items, however.

MONEY TALKS

With all the talk about Nintendo GameCube, it might be easy to ignore what's happening this fall with Game Boy Advance, but that would be a mistake. Wario Land 4 is one of the best platformers yet for Nintendo's advanced handheld. It features some of the best sound and music of any GBA title so far, and it looks like a million bucks. Keep an eye out for Wario to hit the stores during the busy holiday shopping season at the end of November. You'll be glad you did.



SHOW HIM THE MONEY...

FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

UBI MEANS FUN IN THE SUN

In early August, Ubi Soft held a gaming day in Hawaii to showcase its upcoming games for the fall and 2002. In an earlier announcement, Ubi stated that 19 Nintendo GameCube titles were in the works but identified just three. Development versions of Batman: Vengeance and Tarzan: Untamed are impressive. Both are powered by the Open Spaces gaming engine—the same engine that drives Disney's Donald Duck: Goin' Quackers. Tarzan: Untamed combines extreme sports minigames with a 3-D platformer. The extreme elements include bungie jumping, surfing and water skiing. The goals are to collect animal helpers and to save the apes.

Batman: Vengeance is based on the New Batman Adventures animated series, and the game graphics in the 3-D world look surprisingly sharp and sophisticated. Game play ranges all over Gotham, featuring hand-to-hand combat in arenas with rotating cameras, the Dark Knight's cool vehicles and even cooler gadgets, such as the Batgrapple, Batscope and Batarang. Ubi Soft plans to release both GCN games by the end of 2001 or in early 2002.

Bonx is Ubi's impressive GBA follow-up to Rayman Advance. It's a racing game set in a weird world of cubicles and isometric 3-D perspectives. Players scramble to the finish line along with competing Bonx, meeting fiendish traps and enemies along the way. You can blow up the competition with missiles or rely on countless obstacles to slow down your fellow racers. Such options make Bonx something of a Kart-style game, although the graphics are about as far from Mario Kart as you can get. Bonx is a solid game that should raise some eyebrows when it's released in the fall.

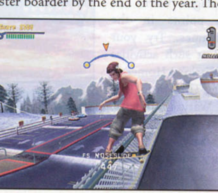






TONY'S TANTALIZING TREAT

Game series that pack excitement and quality into every new version, like Tony Hawk's Pro Skater, are rare beasts indeed. So it is with real pleasure that Game Watch announces the impending release of Tony Hawk's Pro Skater 3 for Nintendo GameCube. And the most amazing part of the story is that Activision may launch the monster boarder by the end of the year. The first-ever screen shots for THPS3 for GCN show the incredible graphics. The game will also contain 13 pro skaters, truly massive levels of real world locations, a spectacular new Career Mode and awesome rewards.





SPACE WORLD OVERFLOW

We didn't have enough space in the Space World 2001 article to show you all the great images from the show. So, we're dedicating the Game Watch Gallery to highlights from the video reel. The eye candy looks as tasty as anything that was playable at the show, but the games featured in video clips only won't feed your GCN appetite until sometime in 2002 or beyond. The shots of Metroid Prime reveal elements of play control, not to mention out-of-this-world graphics. Doshin the Giant is a weird sort of RPG. Controlling giant Doshin, players help or hinder the people of an island. You can raise mountains or raise a ruckus. In Donkey Kong Racing from Rare, players head for the checkered flag riding Rambi the Rhino, Enguarde the Swordfish and other swift critters. Disney's Mickey for GCN, Soul Calibur 2 from Namco and 1080° Snowboarding for GCN round out the list.



1080° Snowboarding for GCN



Metroid Prime



Disney's Mickey for GCN ©Disney



Donkey Kong Racing



Soul Calibur 2



Doshin the Giant

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

NEW FROM NAMCO

Namco hasn't made an official announcement on Nintendo GameCube projects for North America yet, but the Japanese parent company recently announced that its major titles would appear on GCN in the future. Two of the earliest projects will ring bells for fighting and racing fans. **Soul Calibur 2** and **Ridge Racer** are headed to Nintendo's next gen camp. The amazing footage of Soul Calibur 2 shown at Space World was almost enough to make you want to move across the Pacific, but don't pack your bags just yet. We'll bring you the official word from Namco on the fate of both games in North America as soon as possible. Namco did have an official statement on **Tekken Advance**, however. The game will be released in North America in November. A quick test-battle at Space World confirmed that the hit fighter retains its great moves, characters and graphics for the Game Boy Advance version.



Tekken Advance

THE MAGIC OF HARRY POTTER

From Hagrid's midnight ride, which brought Harry to the Dursleys' doorstep, to Harry's exploration of Hogwarts School, EA's **Harry Potter and the Sorcerer's Stone** carefully follows the first novel in the Harry Potter series. The hands-on version that we saw at Game Watch was nearing completion and looked very promising. Players will attend classes, such as Defence against the Dark Arts. You'll learn to cast spells then move on to class challenge action sequences. There's adventure, danger, humor and all the great characters from the book and movie. We'll have a preview of Harry Potter next month.



Harry Potter & the Sorcerer's Stone

JUST FOR KIDS

BAM! Entertainment has put together a 3-D baseball game for Game Boy Advance with the Sports Illustrated for Kids license. The license may not bring anything but recognition to the game—the teams and players are ficticious, so you won't find Barry Bonds or Ichiro in the game. You can build your own team and even play against friends in Season or Exhibition games. The 3-D system gives you more realism than you would find in most handheld baseball games, but the play is limited to few strategic options and play control is slow, making the game less of a simulation and more of a simple diversion for young players. The name, **Sports Illustrated for Kids Baseball**, says it all.



Sports Illustrated for Kids Baseball

PUNCHLINES

Boxing Fever for GBA from Majesco is an arcade-style boxing game that features fictional pugilists in bouts around the world. Player characters appear only as a pair of boxing gloves, but their opponents appear as large characters (and good targets) on the screen. The five modes include Single Event, Championship, Survival, Two-Player Fight and Training. It's easy to pick up and get into the fight, but it may take some training to win the championship. Majesco should have Boxing Fever ready to be released by October or November.



Boxing Fever

THE POCK AND THE ROCK

Pocky & Rocky with Becky is Natsume's first Game Boy Advance game, but Super NES fans will remember an earlier Pocky & Rocky title from years ago. Those players will be reminded of the action-oriented game play of the original P&R if they pick up the new GBA adventure. It's a refreshingly simple adventure for all ages, and Natsume hopes to release the game in November.



Pocky & Rocky with Becky

NEWS FINAL

Kemco's **Phalanx** for Game Boy Advance is a quick and clean space shooter for everyone. Good graphics and precise play control make for a winning combination. **Mech Platoon** is an even bigger sci-fi strategy game for GBA from Kemco. Players build and command units, collect raw materials and battle alien troops StarCraft-style. There are tons of missions and surprisingly good graphics.

GAME WATCH FORECAST

Doom



Activision

Frogger's Adventures

Konami

With Advance Wars already out and Mech Platoon on the way, strategy gamers will be busy this fall.

Acclaim has a special treat for BMX fans. Dave Mirra will bring his high-wheeling excitement to GCN this November when **Dave Mirra Freestyle BMX 2** is launched.

Having sold over nine million copies of its JumpStart series of edutainment titles in the PC market, Knowledge Adventure plans to expand to GBC this fall beginning with **JumpStart Dino Adventure Field Trip**. The platform game will cover important early education topics, such as letters, numbers, shapes and pattern recognition.



Dave Mirra Freestyle BMX 2

Konami has announced the development of **Zone of the Enders 2173: Testament** for GBA, in which players control an army of fighting vehicles and giant robot LEVs in a 2-D, turn-based action game. Players can upgrade and customize units between turns.

From Titus comes news of a new sales program that can benefit gamers. The 2XS program covers all of Titus's GBC games, including **Hercules**, **Rox**, **Xena**, **Hands of Time**, **Top Gun**, **Robocop** and **3-D Pool All-Stars**. To get free stuff and games from Titus, you'll have to purchase two 2XS games then send Titus the UPC codes. Check out Titus's website at www.titus-games.com/2xs for details.

NP is keeping a close watch on some upcoming games, including **Planet of the Apes** for GBC from Ubi Soft, **Yu-Gi-Oh!** (the hit card and video game in Japan) from Konami and **NFL Blitz Special Edition** for the N64 from Midway.

GAME BOY ADVANCE

AERIAL ACES
BANJO-KAZOOIE: GRUNTY'S REVENGE
BONX
BOXING FEVER
BREATH OF FIRE
CAESARS PALACE
CRASH BANDICOOT
DEXTER'S LABORATORY
DIDDY KONG PILOT
DISNEY'S ATLANTIS: THE LOST EMPIRE
DK COCONUT CRACKERS
DOOM
DRIVEN
ECKS VS. SEVER
EUROSOCCER
FIEVEL: AN AMERICAN TAIL
FIRE EMBLEM
THE FLINTSTONES
FROGGER'S ADVENTURES: TEMPLE OF THE FROG
GOLDEN SUN
GRADIUS GALAXIES
HARRY POTTER AND THE SORCERER'S STONE
JURASSIC PARK III: ISLAND ATTACK
KAO THE KANGAROO 2
LAND BEFORE TIME
LEGO RACERS II
M&MS: LOST IN TIME
MAT HOFFMAN'S PRO BMX
MECH PLATOON
METROID IV
MLB SLUGGERS
MONSTERS INC.
NHL HITZ 20-02
PAINTBALL
PHALANX
PLANET MONSTERS
POCKY & ROCKY WITH BECKY
POWERPUFF GIRLS
PREHISTORIK MAN
ROCKET POWER
RUGRATS
SABREWULF
SCOOBY-DOO AND THE CYBER CHASE
SHAUN PALMER'S PRO SNOWBOARDER
SHREK
SONIC THE HEDGEHOG ADVANCE
SPONGEBOB SQUAREPANTS
SPORTS ILLUSTRATED 4K BASEBALL
SPORTS ILLUSTRATED 4K FOOTBALL
SPYRO: SEASON OF ICE
SUPER MARIO BROS. 3
SUPER MARIO WORLD
TACTICS OGRE
TEKKEN ADVANCE
TETRIS WORLDS
(THE) SIMS
TINY TOONS (2 TITLES)
WARIO LAND 4
WORLD WRESTLING FEDERATION
X-MEN: REIGN OF APOCALYPSE
YOSHI'S ISLAND
YOSHI'S STORY
YU-GI-OH!

NINTENDO GAMECUBE

1080° SNOWBOARDING
18-WHEELER: AMERICAN PRO TRUCKER
ALL-STAR BASEBALL 2002
ANIMAL FOREST PLUS
BATMAN: DARK TOMORROW
BATMAN: VENGEANCE
BOMBERMAN GENERATIONS
CRAZY TAXI
DAVE MIRRA FREESTYLE BMX 2
DISNEY'S MICKEY MOUSE FOR GCN
DONKEY KONG RACING
DUKE NUKEM FOREVER
ETERNAL DARKNESS
EXTREME-G 3
FIFA 2002
JIMMY NEUTRON: BOY GENIUS
KAMEO: ELEMENTS OF POWER
LUIGI'S MANSION
MADDEN NFL 2002
MARIO KART
MARIO SUNSHINE
METROID PRIME
MX 2003 FEATURING RICKY CARMICHAEL
NBA COURTSIDE 2002
NBA STREET BASKETBALL
NFL BLITZ 20-02
NFL QUARTERBACK CLUB 2002
NHL HITZ 20-02
PHANTASY STAR ONLINE
PIKMIN
RALLY SIMULATION
RESIDENT EVIL ZERO
ROCKET POWER
ROGUE SPEAR
RUGRATS
SCOOBY-DOO!
SONIC ADVENTURE 2
SPONGEBOB SQUAREPANTS
SSX TRICKY
STAR FOX ADVENTURES: DINOSAUR PLANET
STAR WARS ROGUE SQUADRON II: ROGUE LEADER
SUPER MONKEY BALL
SUPER SMASH BROS. MELEE
TARZAN
TETRIS WORLDS
TONY HAWK'S PRO SKATER 3
TUROK EVOLUTION
UNIVERSAL STUDIOS THEME PARK
VIRTUA STRIKER 3
WAVE RACE: BLUE STORM
WRESTLEMANIA
ZELDA FOR GCN

NINTENDO 64

NFL BLITZ SPECIAL EDITION
POWERPUFF GIRLS

GAME BOY COLOR

DRAGON WARRIOR MONSTERS 2
HARRY POTTER AND THE SORCERER'S STONE
HARVEST MOON 3
MAGI-NATION: KEEPER'S QUEST
MEGA MAN EXTREME 2
PLANET OF THE APES
WENDY THE WITCH
THE WORLD IS NOT ENOUGH



GCN Goes Global

As the November North American launch of Nintendo GameCube (GCN) draws near, our online group is planning a massive World Wide Web presence for the new system at nintendogamecube.com. In the time leading up to system launch, the site will give visitors a frequently updated, constantly growing amount of information about the system's features, upcoming releases and the world-class designers and engineers behind the development of Nintendo's most ambitious console yet.

A floating image of the GCN system, shown over a plain background, is central to the site. When you use your mouse to pull, push and manipulate the image, you will earn "mini-rewards," which include screen shots, game play videos and other GCN-related content. You will also be able to select pages that are dedicated to individual launch titles, various game and system developers to the system itself. It'll have everything you need to know about Nintendo GameCube in one easy-to-navigate site.

Additionally, the site will give you details on Cube Clubs, a series of live events that are taking place in 12 major cities across the United States from now until early November. The clubs, described as "mini E3s" with DJs and dance floors, will give visitors a chance to see the GCN, play GCN games at dozens of demo stations and have a great time experiencing the world of Nintendo GameCube. If you want to know where and when the events are happening, nintendogamecube.com is your best information source. It's also the place to make reservations and, possibly, receive VIP tickets to the event.

After the GCN is released, the site will continue to offer information and updates about the system, accessories and games. It will also give new system owners a chance to register their purchase.

All the early Nintendo releases for GCN, such as Luigi's Mansion, Pikmin and Super Smash Bros. Melee, will be the subjects of dedicated micro sites at the time of their release. You'll be able to find links to those sites at nintendogamecube.com.

If it's information about GCN that you're craving, you can whet your appetite at the only official online Nintendo GameCube news sources: nintendo.com and nintendogamecube.com.

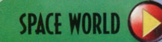
QUICK BYTES



The hits keep coming for Game Boy Advance. Late fall will bring the release of RPG epic Golden Sun and side-scrolling adventure Wario Land 4. Micro sites dedicated to each game will launch in mid-November. When they're ready to go, you'll find links on gameboy.com. Check Nintendo Online in the coming months for more details.



As you know, Nintendo Power is your official printed source for information and strategies on games for Nintendo systems. You can go to nintenpower.com to find movies that demonstrate tips on many of the games that are featured in the magazine. The Volume 149 update will include tips for Advance Wars, Dragon Warrior Monsters II, Lady Sia and much more.



Tokyo video game exposition Space World 2001, held in Tokyo in late August, was a great showcase for Nintendo GameCube and a huge success. Among the titles featured were Super Smash Bros. Melee, Luigi's Mansion, Pikmin, SSX Tricky and Super Monkey Ball. You can find reports from the show at www.nintendo.com/spaceworld.

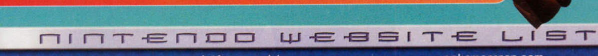
HIT LIST

A huge number of visitors logged on to official Nintendo websites in July for a total of more than nine million visits and 60 million page views. This issue's Hit List reveals the Nintendo game sites that saw the most traffic for the month—popular sites that get more popular as time goes by.

1. nintendo.com
2. pokemon.com
3. gameboyadvance.com
4. pokemoncrystal.com
5. zelda.com

F-ZERO UNLOCKED

Your high-speed accomplishments in F-ZERO Maximum Velocity unlock new racing machines, such as the Sly Joker and the Fighting Comet. The Jet Vermilion is the most exclusive and elusive machine of the fleet. If you don't have the time to unlock the J.V. by entering the championship race 255 times, you can earn it with a special nintendo.com-enabled password. Check out gameboy.com in the coming weeks for more details on when and where the password decoder will be available.



banjo-kazooie.com
banjo-tooie.com
bioniccommando.com
camphyrule.com
carringtoninstitute.com
datadyne.com
dkr.com (Diddy Kong Racing)
donkeykong64.com
drmario64.com
excitebike64.com
funtography.com
fzerox.com
gameboy.com
gameboy.com/advancewars
gameboy.com/aliceinwonderland
gameboy.com/crystalis
gameboy.com/littlemermaid
gameboy.com/mariokart
gameboy.com/warlocked
heyyoupikachu.com
jetforcegemini.com
kirby64.com
mariogolf.net
marioparty.com
marioparty2.com
marioparty3.com
mariotennis.com
mickeysspeedwayusa.com
nintendo.com/goldeneye007
nintendo.com
nintendogamecube.com
nintendopower.com
papermario.com
perfectdark.com
pokemon.com
pokemoncardgb.com
pokemoncrystal.com
pokemongold.com
pokemonpuzzleleague.com
pokemonsilver.com
pokemonsnap.com
pokemonstadium.com
radiozelda.com
ridgeracer64.com
rogue.nintendo.com (Star Wars: Rogue Squadron)
smashbros.com
starcraft64.com
starfox64.com
swracer.n64.com (Star Wars: Episode I: Racer)
tiltntumble.com
waluigi.com
warioland3.com
yoshisstory.com
zelda.com



When you see the NP logo next to a tip or game preview in Nintendo Power, it means you can get more info on nintendopower.com.



Alex,
Wal-Mart
Customer



AT LAST, A WORLD YOU CONTROL.

It's the world of Nintendo. And you can get there by heading to Wal-Mart, where all the latest Nintendo games and accessories are available at Every Day Low Prices. Hey, this is your world. Get ready to rule.

WAL★MART
ALWAYS LOW PRICES.
Always.

Nintendo







Game Boy Advance Indigo
$89.96

Game Boy Advance Arctic
$89.96

Game Boy Advance Glacier
$89.96

Game Boy Advance Fuchsia
$89.96



Super Mario™ Advance
$29.96



Mario Kart™ Super Circuit™
$29.96



F-Zero®
Maximum Velocity
$29.96



Advance Wars®
$29.96





Funtastic Jungle
$69.96



Game Boy Advance
AC Adapter Set
$19.94



Game Boy Advance
Game Link® Cable
$9.94



Pokémon® Crystal Version
$27.88





Nintendo GameCube™
(Coming in November)



Atomic Purple
$99.96

ESRB Rating System
Entertainment Software Ratings System

- Early Childhood
- Everyone
- Teen
- Mature
- Adults Only
- Rating Pending

NOT THAT LONG AGO, IN A NEARBY ROOM WITH A TELEVISION SET... YOU PLAYED THE ORIGINAL ROGUE SQUADRON ON YOUR N64 AND DREAMED YOU WERE IN THE CLASSIC *STAR WARS* FILMS THAT INSPIRED THE GAME. REBEL PROGRAMMERS FROM LUCASARTS AND FACTOR 5 HAVE SINCE RECEIVED SECRET DEVELOPMENT KITS FOR NINTENDO'S ULTIMATE WEAPON, THE NINTENDO GAMECUBE, A CONSOLE WITH ENOUGH POWER TO DESTROY THE GRAPHICAL BOUNDRIES BETWEEN CINEMA AND VIDEO GAMES...

STAR WARS® ROGUE LEADER™

ROGUE SQUADRON® II





The graphics in Rogue Leader are so richly detailed, screen shots almost look like movie stills.

FORCEFUL GAME PLAY

It was no Jedi mind trick—the mesmerizing graphics in the demo version of Rogue Leader drew throngs of gamers to one corner of an already jam-packed Nintendo Booth at E3. Attendees who were lucky enough to get their hands on a Controller knew they were returning to the familiar universe of Rogue Squadron, but nothing could have prepared them for the cinematic intensity of the game play. The hyperrealistic, beautifully textured graphics support 480p HDTV. Pitch-perfect sound effects and a rousing score in five-channel, Dolby surround sound will set your spine a-tingling. The technical accomplishments are amazing, but improved game features and movie-oriented missions are the main reasons to rejoin the squadron. It's time for a preflight check as your X-Wing is prepped for take-off.



Get up close and personal with an Imperial Star Destroyer. A Factor 5 designer spent weeks creating the massive ship.



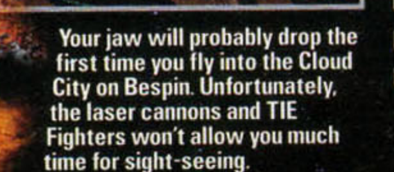
You'll be able to check out your ship before you blast off by moving your pilot around the hangar. A first-person camera will allow you to examine the ships' intricate textures. Each of the game's hangars is appropriate for its mission.



The tiny soldiers on Hoth show the incredible level of detail in Rogue Leader. You'll probably be moving so fast that you'll barely see the ground troops, but, rest assured, they look authentic.



The familiar ships from Rogue Squadron are back, along with a few new vehicles. Can you guess what type of craft is shown above?



Your jaw will probably drop the first time you fly into the Cloud City on Bespin. Unfortunately, the laser cannons and TIE Fighters won't allow you much time for sight-seeing.

ROGUE LEADER'S IMMERSIVE GRAPHICS AND SOUND WILL DROP YOU INTO A COCKPIT AND SEND YOU RACING THROUGH A GALAXY FAR, FAR AWAY.

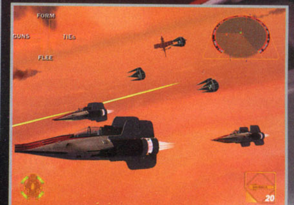
THE SQUADRON'S GOT YOUR BACK

The sequel to the N64's Squadron is called Rogue Leader for a reason: You'll be able to assign tasks to your wingmen and ground troops mid-mission. A tap on the Control Pad will bring up a cross icon in the left corner of the screen. You'll press the corresponding part of the Control Pad to issue an order. If you are attacking a ground installation protected by TIE Fighters, for example, you could send your wingmen to intercept the TIEs while you find your targets. During certain missions, you'll also be able to direct ground troops to take out Imperial forces at critical moments. The command options will allow you to experiment with different tactics and will ultimately help you earn medals. After you pick up a special power-up in the game, you'll be able to send your wingmen after specific enemies when you pinpoint them on your Targeting Computer.

At various points in each mission, you'll be able to order wingmen to do your bidding. The command icon in the upper left-hand corner will usually give you three or four options.



In the Hoth mission, you'll have contact with ground forces that can aid you in destroying AT-STs, or hold them at bay while you do the job yourself.



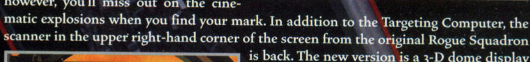
NEW FEATURES LIKE INTERACTIVE WINGMEN AND A TARGETING COMPUTER ADD GREATER AUTHENTICITY TO THE GAME'S MISSIONS.

STAY ON TARGET

The Targeting Computer, aside from adding another layer of authenticity to Rogue Leader, is a genuinely useful tool for locating enemies. When you activate the computer, you'll automatically switch to cockpit view and a heads-up display will slide into place in front of you. The computer's orange filter highlights objects in different colors—yellow objects are essential targets, purple objects are nonessential targets. Friendly Forces are not highlighted. If you leave the Targeting Computer on, however, you'll miss out on the cinematic explosions when you find your mark. In addition to the Targeting Computer, the scanner in the upper right-hand corner of the screen from the original Rogue Squadron is back. The new version is a 3-D dome display that uses lines to show the relative altitude of other vehicles.



The Targeting Computer is invaluable for locating distant targets so you can plan your attack. Targets essential to the mission appear in yellow on the computer screen.



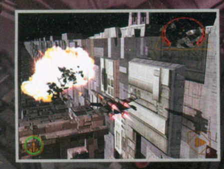


Many of the missions have large objects with smaller targets on them. The Targeting Computer will help show you where to direct your Laser Cannons.

EMPIRE WRECKER

Just like Rogue Squadron, Rogue Leader is a mission-based game that requires you to complete preset objectives before you can progress. Unlike the original game, Rogue Leader allows you to play missions that recreate events from Episodes IV through VI, starting with the climactic Death Star battle at the end of A New Hope. In the game's main missions you'll play as either Luke Skywalker or Wedge Antilles, the two best fighter jocks in Rogue Squadron. In bonus missions—such as an asteroid field mission that involves the Millenium Falcon—you'll be able to play as a variety of different characters and use several new ships. LucasArts would like to keep many of the missions secret until the game's release, but we can give you the scoop on four varied battles.

DEATH STAR



The mission over the monstrous Death Star follows the movie so closely that you may find yourself reciting Luke's lines.

RAZOR RENDEZVOUS



There will be plenty of huge space battles in Rogue Leader, including a B-Wing assault on a Star Destroyer. The level of detail on the Imperial ship is mind-boggling.

HOTH BATTLE



Luke's heroic attack against four-legged Imperial AT-ATs in The Empire Strikes Back comes to life in an early mission in the game. Put your humble Speeder to good use.

RAID ON BESPIN



The eerie, red atmosphere of Bespin is the setting for a high-speed assault on the occupying Imperial forces. It's a classic showdown between TIE Interceptors and A-Wings.



The second part of the Bespin mission takes place over Lando Calrissian's Cloud City. The metallic skyscrapers conceal many hidden guns and Imperial Stormtroopers.

MANY OF THE MISSIONS IN ROGUE LEADER ARE TAKEN DIRECTLY FROM THE MOVIES THAT INSPIRED THE GAME. YOU'LL FINALLY BE ABLE TO PARTICIPATE IN SEVERAL EPIC BATTLES.

RADICAL RIDES OF THE REBELLION

You're probably familiar with most of the ships in Rogue Leader, but you certainly have never seen them rendered in such fine detail. You'll be able to look them over in the hangar in a first-person camera mode using the C Stick before you take off for your mission. The tight control from Rogue Squadron remains intact in the new game, but the quality of the sounds and graphics has been improved exponentially. No ship is perfect for every mission, so each mission assigns you the appropriate craft to get the job done. After you complete a mission, you'll be able to replay it using different fighters.

A-WING





The A-Wing is the Alliance's fastest fighter and also its least shielded. The arrowhead-shaped craft is ideal for hit-and-run missions and duels with the Empire's own speed demons: TIE Interceptors.

X-WING

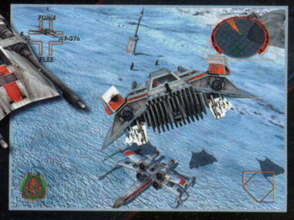
The X-Wing is the standard fighter of the rebel Alliance—for a very good reason. It has average speed, average power and average maneuverability, but its middle-of-the-road performance makes it outstanding in the most important category of all: hunting and destroying TIE Fighters.

B-WING



It's odd looking, but it carries so much firepower that enemies won't last long enough to laugh at it. Like the X-Wing, the B-Wing has adjustable foils that open before it fires its laser cannons.

SPEEDER



Speeders are used strictly for close air support in land wars. They aren't particularly fast or powerful, but their maneuverability and rear-mounted harpoon cannons make them more than a match for AT-ATs. Rogue Leader features a new rotating camera angle when you engage the harpoon.

DARK FORCES

The Emperor's ace pilots are back, and they're a lot smarter than they were the last time. TIE Fighters and other Imperial craft have improved AI to make dogfights more realistic and challenging. There are a lot more of them to fight, too. In some of the space missions, you may find yourself overwhelmed by enemy squadrons as they attack Rebel ships like swarms of locusts. Intricately detailed ground forces—such as Stormtroopers and gigantic AT-ATs—will light up the skies with blaster fire. Of course, this time around, you'll also have to take on massive Star Destroyers—and a little thing called the Death Star. In all the battles, you may be inclined to ooh and ahh over the visuals and sound effects before you roll up your sleeves and turn in medal-winning performances.

AT-ST

The All Terrain Scout Transport walkers are speedy, armored tanks that move about on two mechanical legs. They pack a lot of firepower, as you'll discover if you attack them head-on.

TIE INTERCEPTOR



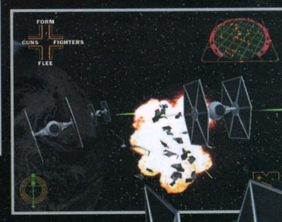
The TIE Interceptor is a high-speed variation of the TIE Fighter. They have virtually no shielding, but their speed and agility make them very difficult to target and tough to shake when they get on your tail.

AT-AT



The large, lumbering All-Terrain Armored Transport is the Empire's workhorse troop transport. You'll see the massive war machines display their "all-terrain" versatility in a couple of different settings in the game.

TIE FIGHTER



The TIE Fighters are the bad pennies of the Imperial Forces—they tend to turn up in nearly every battle. They're rarely the primary targets in a mission, but they also can't be ignored.

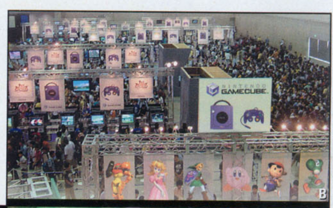
WE'RE ON THE LEADER

There are many cool new features in Rogue Leader—such as a training mode and an innovative time element that works with the Nintendo GameCube's internal clock—but you'll need to wait a few weeks before the full force of the game is unveiled. Until then, practice targeting Womp Rats.

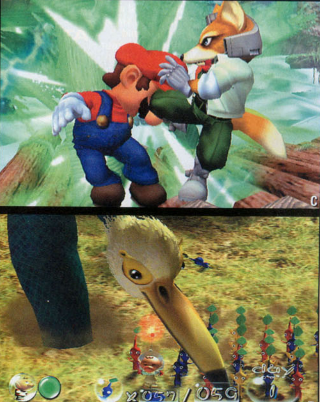
SPACE WORLD 2001

NINTENDO POWER EXCLUSIVE REPORT

NINTENDO'S ANNUAL SPACE WORLD 2001 EXPO WAS A COLORFUL CIRCUS OF GAMES, NEWS, PREVIEWS, CONTESTS, GIVEAWAYS AND TEAMING MASSES OF GAME FANS PACKED INTO THE CONVENTION HALL LIKE AN ARMY OF EXCITED PIKMIN ON A MISSION.







A. Star Fox Adventure: Dinosaur Planet B. Space World hordes C. Super Smash Bros. Melee D. Pikmin

LAND OF THE RISING FUN

At Makuhari Messe near Tokyo last August, Japanese gamers made the most of their first chance to hold the Nintendo GameCube Controller by walking Luigi through his ghost-infested mansion, leaping into battle in **Super Smash Bros. Melee** and racing through stormy seas in **Wave Race: Blue Storm**. Space World 2001 boasted the largest lineup of playable GCN titles to date—one hundred Nintendo GameCube units running 17 titles from Nintendo and third-party publishers. There was a treasure trove of 55 new GBA games, the debut of Nintendo's **Card-E Reader**, exciting news from Mr. Miyamoto concerning upcoming games and a two-day Super Smash Bros. Melee tournament. And NP was there to capture all the highlights.

STEP UP TO NINTENDO GAMECUBE

The incredible Nintendo GameCube screen shots may speak for themselves, but they're only half the story until you actually pick up the GCN Controller and start playing the games for yourself. Nintendo's awesome lineup at Space World 2001 included **Super Smash Bros. Melee**—the crowd favorite—**Luigi's Mansion, Pikmin, Star Fox Adventures: Dinosaur Planet, Animal Bancho, Eternal Darkness, Wave Race: Blue Storm** and **Animal Forest Plus**. There were impressive titles from Sega, Electronic Arts, Hudson, Kemco and a Japanese publisher, simply named Software, and its RPG entitled **Rune**. Several other jaw-dropping games were shown in video footage, including Kemco's **Batman: Dark Tomorrow, Soul Calibur 2** from Namco, Rare's **Donkey Kong Racing** and Nintendo's **1080° Snowboarding** for GCN. We've got pics of all 17 demo games, and you can check Game Watch for peeks at some of the video-only titles. Although it is likely that many of the games listed above will reach North America during the next year, some of them have not been officially announced at this time. A number of launch games, including ***Star Wars* Rogue Squadron II: Rogue Leader** weren't shown at Space World 2001.



A. Bomberman Generations B. FIFA 2002 C. Luigi's Mansion D. Wave Race: Blue Storm E. Sonic Adventure 2 F. Aiai, one of the rolicking, rolling monkeys from Super Monkey Ball, greeted visitors at Space World with a smile and a challenge to play Sega's funfest launch title for GCN.

CONNECTING WITH MIYAMOTO

Nintendo's Shigeru Miyamoto introduced the next step in cross-platform gaming at Space World when he demonstrated two ways to play games using linked Nintendo GameCube and Game Boy Advance systems. In the first example, Mr. Miyamoto showed a GCN Kirby game that he controlled using a GBA with a special tilt-sensor Game Pak. By tilting the GBA unit equipped with the special Pak, he controlled the game, which appeared on the TV and on the GBA screen. When Kirby fell off the platform on the TV screen, he landed on a lower platform on the Game Boy Advance screen from which he could pop back up to the TV when he reached a jump pad. The tilt-sensor Pak was just one example. Using various types of specialized Game Paks, you could create a wide range of custom GCN Controllers out of your GBA for use on Nintendo GameCube.

Mr. Miyamoto's second example of how Nintendo's two video game systems can connect introduced Animal Forest Plus for GCN. Players can take a boat from the GCN game to an island that appears on the GBA screen. The GBA island is a transfer point. Once characters are on the island, they can travel (in the GBA) to another copy of Animal Forest Plus for a visit. There is also a paint program option in the GBA island where players can create their own colorful textures for clothes and signs. In both cases, the innovative connection between the GBA and Nintendo GameCube adds excitement and depth to the gaming experience. Mr. Miyamoto assured his appreciative audience that the two examples are just the tip of a very large and cool iceberg.



The top picture represents the special island as it appears on GBA while the lower screen shot shows Animal Forest Plus on Nintendo GameCube.

POWER PICKS

All the GCN games looked great, but some were hotter than others. We loved **Luigi's Mansion, Super Smash Bros. Melee, Wave Race: Blue Storm, Pikmin** and **Virtua Striker 3. Sonic Adventure 2, Phantasy Star Online, SSX Tricky** and **Rune** needed a little polishing. **Star Fox Adventures: Dinosaur Planet** was the most improved game from E3.











A. Phantasy Star Online B. Virtua Striker 3 C. Animal Bancho D. Enormous orange rats invade Space World for the second year in a row! Actually, the giant rodent is Ham-Taro, a popular Nintendo character in Japan. In spite of the hamster's fame, the visitor above seems a bit surprised to see Ham-Taro hiking around on two legs. E. Animal Forest Plus F. SSX Tricky G. Universal Studio's Theme Park H. Super Monkey Ball I. Rune J. Mario and friends cruise the floor.

ADVANCING GAME BOY

NP has been reporting on upcoming GBA games for months, but many of the titles in development in Japan had been under wraps until they appeared for the first time at Space World. More than 50 GBA titles from virtually every major publisher appeared in playable form. Nintendo's **Super Mario Advance 2** featured a gorgeous recreation of **Super Mario World** along with a new **Mario Bros.** multiplayer game. **Golden Sun, Fire Emblem, Luna Blade** and **Battland**—all from Nintendo—enflamed the imaginations of RPG fans while action buffs headed for trial runs of **Diddy Kong Pilot** and **SabreWulf**, both from Rare. Some of the biggest lines were of people waiting to try Namco's **Tekken Advance** and Sega's **Sonic the Hedgehog Advance**. Konami showed soccer and baseball games in addition to the lineup already headed to North American retailers. Capcom had early versions of **Street Fighter Zero, Breath of Fire 2** and **Mega Man Battle Network 2**, not to mention an unusual game that involved herding sheep. There were puzzle games, sports titles, virtual pets, adventures for young gamers and classic games, such as mahjong. There was even a text-based murder mystery from Capcom that takes place in a courtroom, complete with a judge, a gavel, prosecutors and testimony. All the games shown were headed for the Japanese market, but it's quite likely that many of the titles will end up on our shores, as well. In addition to the GBA games, there were 10 GBC titles.









A. Super Mario Advance 2 B. Diddy Kong Pilot C. Mega Man Battle Network 2 D. SabreWulf E. Tekken Advance F. Sonic the Hedgehog Advance G. Street Fighter Zero H. Fire Emblem

SONIC'S DAD

Ten years after Sonic first sprinted onto the scene and instantly became synonymous with Sega, Nintendo Power met with Yuji Naka, the creator of Sonic and the president and CEO of Sonic Team, one of Sega's premier game development studios. The historic meeting took place at Space World, where three of Naka-san's games were blasting players into fits of gaming bliss ... on Nintendo's next generation platforms. Consider it a sign of how much the gaming world has changed over the past year.

Like Mario, Sonic is the unique creation of a talented game designer, but Yuji Naka didn't pull Sonic out of a hat. In fact, when Naka-san went looking for a job after high school, his first choice was Namco (we expect Namco is still shaking its corporate head over missing the opportunity). He ended up going to Sega, where he hoped to work on arcade games. That dream was realized 17 years later when he created Samba de Amigo, the hit game that uses maracas for Controllers. In fact, his first programming project was a little-known SG-1000 title called Girls' Garden, in which the female hero collected flowers to give to a boy while avoiding enemy bees and bears.

When Naka-san's talent for creating unique game play became apparent at Sega, he began directing and producing projects, such as Sonic the Hedgehog and Nights. "I had the idea to make a character sort of like Mario," Naka-san told us about the creation of Sonic. "I studied Mario, but I didn't want to be in competition with him. Instead, I made a very fast style game, and that was Sonic." When we asked him how he got the idea for a blue hedgehog, Naka-san laughed. "Sonic started out as a rabbit with long ears," he said. "The long ears would stream out behind him when he ran, showing how fast he was going. After a time, we decided that the character should have spikes for protection when he crashed into things, so Sonic became a hedgehog. The blue color came from Sega's corporate logo."

As it so happens, Sega was looking for a character to carry its banner as a leading video game company and the rest is history. We also asked Naka-san about his philosophy of game design. The answer was simple and insightful. "I want to make something really new that no one has seen before. It should be full of surprises and make people happy." With Sonic Adventure 2 and Phantasy Star Online for GCN coming next year, and Sonic the Hedgehog Advance scheduled to be released soon, it looks like Yuji Naka will make many people very happy. What else did he have to say about working with Nintendo? "I'd like to see Sonic and Mario give each other a hug." Yeah!

ADVANCED PICKS

With so many games to play, it was hard to choose the best of the Paks. **Super Mario Advance 2** featured bright graphics that Mr. Miyamoto pointed out when asked about the dimness of some GBA games. As it turns out, smart programming and design can eliminate most of the problem.

Rare's first GBA offerings, **Diddy Kong Pilot** and **SabreWulf** both had great graphics and play control. **Tekken Advance, King of Fighters**, and **Street Fighter Zero** were all fast, quality fighters. **Golden Sun** was the most impressive of a very impressive lineup of RPGs. It's going to be an epic year.



A. 4v4 Get the Goal B. Mutsu: Water Looper C. Guilty Gear X D. Zoids Saga E. Wizardry Summoner F. King of Fighters

READ BETWEEN THE LINES

Nintendo's Card-E Reader won't read your fortune, but it can read specially printed Pokémon cards to add more fun and variety to your gaming. The new device, which debuted at Space World 2001, reads long strips of dots, much like a barcode reader at the supermarket. Once you've scanned the card, you'll view animations and extra data for the Pokémon on the card. Every visitor at Space World received a special Celebi card with encoded data. There's no word yet on the North American release of the Card-E Reader, so stay tuned.





A GLIMPSE OF THE FUTURE

Before Space World 2001 opened to the public, Shigeru Miyamoto talked to the gathered press and industry pros about upcoming projects for Nintendo GameCube, including a secret progress report on **The Legend of Zelda** and **Mario Sunshine**, both of which will be released in 2002. He also stated that **Metroid Prime** would be released in 2002. The big surprise came when he unveiled the new Zelda for Nintendo GameCube. Gasps could be heard throughout the audience as the first images appeared on the giant screen. Gone were the dark, fantasy images seen at last year's Space World and E3. In their place were bold, wonderfully animated cartoon images, full of life and humor. Once again, Mr. Miyamoto and his development teams at Nintendo plan to shake up the gaming world with something so brilliant, fun and unexpected that it takes your breath away. That's about par for the course at Space World, where something incredible happens every year.



OH, BROTHER! GHOSTS, GHOULS AND ROOMS FULL OF BOOS KEEP LUIGI SPOOKED IN HIS STARRING DEBUT—A SPECIAL EFFECTS SHOWCASE FOR NINTENDO GAMECUBE!

Luigi's™ Mansion

FRIGHTENING FUN!

When Nintendo GameCube (GCN) launches on November 18th, Luigi's Mansion will be one of the console's first big adventures. No longer standing in the shadow of Mario, his heroic older brother, Luigi has finally come of age for a new stage in Nintendo's history. Luigi's Mansion is a midnight trek through a haunted house that features stylized graphics, moody lighting, transparent ghosts and plenty of scares. Game control, too, is spot on and custom designed for the GCN Controller. It's scary cool!





Armed with a flashlight and a vacuum cleaner, you must rid the mansion's Boos and ghouls. The suction power of the vacuum gives you the ability to manipulate the environment and capture ghosts. Note that some screen elements will change before the final version of the game is complete.



As you guide Luigi through the dark, menacing halls of his new haunts, you may find yourself caught in the moment, fumbling for the lights, with your heart racing and palms sweating.

SPOTLIGHT ON LUIGI

Luigi has been a supporting player in Nintendo games for nearly 20 years. He first appeared in the original Mario Bros. as a carbon copy of his brother but with a green, rather than red, shirt and cap. While Mario was always Player 1, Luigi was relegated to Player-2 status. In 1988's Super Mario Bros. 2, Luigi took on his own characteristics. He became the tall, gangly younger brother who could jump higher than any other character and reach out-of-the-way ledges. SMB2 was also the debut for Peach and Toad as playable characters. In the games that have followed SMB2, Luigi has appeared as the slightly gawkish second banana in several of Mario's adventures and as part of the Mario ensemble in the Mario Kart series, the Mario Party series, Super Smash Bros., Mario Golf and Mario Tennis, the game that introduced Luigi's devious doppelganger, Waluigi. With Luigi's Mansion, our green-clad hero finally gets his chance to break out of the pack and show his star power, a turn that will undoubtedly make his a household name.

Super Mario Bros.



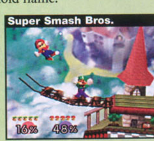
Super Mario Bros. 2



Paper Mario



Super Smash Bros.

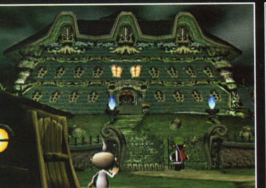


Luigi's early appearances were as Mario's second-player counterpart. When Super Mario Bros. 2 called for four characters, each with unique abilities, Luigi got his first big break—a chance to jump higher and go to places his brother could not reach.

In recent years, Luigi has joined a growing cast of characters for cameo roles in adventures, such as Paper Mario, and as a participant in many multiplayer hits. In Super Smash Bros., Luigi unleashes the power of his incredible Luigi Tornado.

A PRIZE WITH SURPRISES

On a dark and gloomy night, Luigi, for the first time, enters his new home—the grand prize in a big contest—and he's a little frightened. It's not the creepy old mansion's plumbing that scares our hero, though. It's the gaggles of ghosts that haunt its many halls and chambers. Luigi didn't expect to be alone on his first night at the house. His brother, Mario, was going to meet him there. But either Mario is late or he has mysteriously disappeared—and he's never late. Now, Luigi must not only survive the horrors of the haunted house, but he must also save his brother. Early in his adventure, Luigi will befriend a kooky paranormal researcher who can help him deal with the mansion's ghost problem. With a flashlight that freezes ghouls in their ethereal tracks and a vacuum that pulls them in, Luigi sweeps through the house, captures ghosts, discovers secret passages and hidden chambers and searches for Mario.



A paranormal researcher, who studies the mansion from a safe distance, offers help to Luigi in the form of tools and advice.



The mansion is big, dark and mighty scary, but Luigi has no other option than to enter and explore. His brother is counting on him.

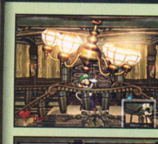




Carefully opening the main door and poking his head inside, Luigi begins his mansion-searching quest to find Mario. Why'd it have to be at night?

LOOK INSIDE LUIGI'S MANSION

MAIN HALL



A swinging chandelier, a grand staircase with ornate woodwork and a heavy, locked door with a missing key—yep, it's a haunted mansion, all right. Creepy!



As a reward for thorough exploration and good ghost hunting, you'll find coins all over the mansion. When they scatter, you can vacuum them up.

EXERCISE ROOM



The mansion exercise room is equipped with weights, punching bags and a variety of other types of exercise equipment. If you're going to capture the really big ghosts, you're going to have to pump iron.

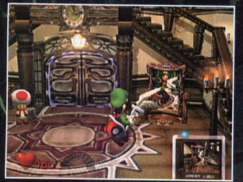


Look out, Luigi! The muscle-bound ghoul who haunts the exercise room appears only when you're looking the other way. Looks are deceiving—he's really rather harmless. Just don't call him a "dumbbell."

SMOKE AND MIRRORS

What's a haunted mansion without dark shadows and wispy ghosts? Luigi's Mansion is filled with atmospheric effects that play into the spirit of the game. The beam of the hero's flashlight cuts through the darkness with stunning realism and casts shadows. When Luigi fires up his vacuum, it not only pulls ghosts into its nozzle, but sucks up anything else that is in the air and within its reach: steam from a shower, mist from an open refrigerator or swirling clouds of dust from the carpet. Even though the fun, stylized art is not always realistic, the special effects are, which make the scary moments scarier and the thrill of the haunt more immediate.







The secret to a good scare is atmosphere, and Luigi's Mansion is packed with it! The Nintendo GameCube makes incredible graphic effects possible, such as mirror reflections and trails of smoke. Those effects are artfully incorporated into the game.



Shadows and light play a big part in the game. When light shines on an object, it casts a long shadow on the floor and wall. It's a frighteningly realistic effect in a stylized environment.

MANSION GROUNDS







There's more to Luigi's Mansion than halls and chambers. The grounds are haunted, too. The frights will keep coming, even when you're out in the fresh air.



MORE HAUNTS



When your ghoul-busting mission takes you to the trophy room, proceed with caution. If you meet up with the ghost of a hunter, he'll want to add Luigi to his collection.



You never know what you'll find when you shine your flashlight in a new direction. Suits of armor stand at attention in one of the mansion's many dark chambers.

CREEPY CAMERA

Not only does Luigi own a haunted mansion, he also owns a variation of the world's most popular portable video game system. You can use Luigi's Game Boy Horror to view a map of your immediate surroundings and view the action from Luigi's perspective. Most of the time, you'll play the game with an inset picture of the Game Boy Horror displayed. When you need a closer look, though, you can bring it up to full-screen size. The normal third-person perspective camera does not rotate or zoom in and out. That makes directional control intuitive but doesn't always allow you to see the details of the environment. That's what Game Boy Horror is for.





Game Boy Horror lets you see the surroundings from Luigi's perspective. Not only is it a more frightening view of the action, but it can give you a look at some important details. The screen text will be translated to English for the North American release of the game.

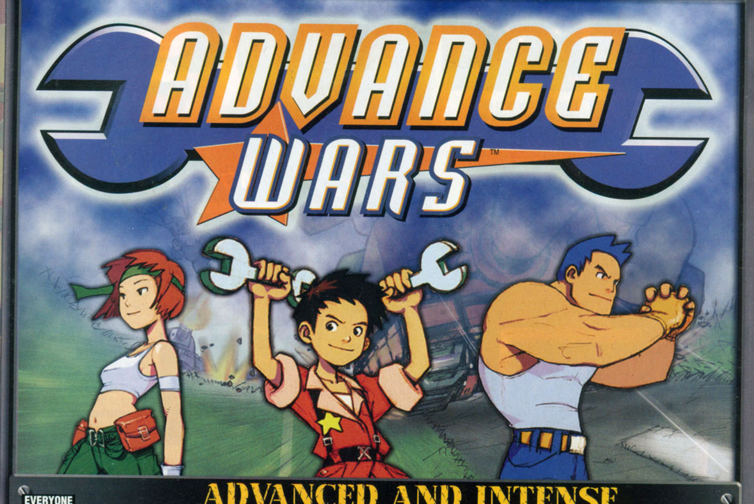
BOO PREPARED!

Do you dare enter Luigi's Mansion? Of course! Is it scary? Sometimes, but it's mainly just a lot of fun. Most of the game's sense of horror comes from Luigi's reaction to the things that lurk in the dark corners. What's scary is how great the game is and how many people will enjoy it for hours on end when it makes its debut alongside Nintendo GameCube this fall.



The Boos are ready to give you a scare when Luigi's Mansion haunts Nintendo GameCube in November. A frightening time will be had by all!

ADVANCE WARS DOMINATES GBA WITH ENTERTAINING, INTUITIVE PLAY.





ADVANCED AND INTENSE

Advance Wars, from Nintendo and Intelligent Systems, charges into battle with style and strategy. The turn-based game offers an experience that is as intense and fun as a stylized, interactive version of chess or Risk. It features dozens of battle scenarios and challenging situations.

THEATRES OF WAR

CAMPAIGN

Join the Orange Star army in a war against three rival powers. The choices that you make over the course of the campaign will affect the number and nature of the missions you'll face.

WAR ROOM

Your abilities as a military advisor are put to the test in a collection of 20 challenging battle scenarios that open after you complete Field Training. You can buy new War Room maps with battle coins.

BATTLE MAPS

You can use the rewards that you earn from your successes in Campaign and War Room Modes to purchase maps and folders in the Battle Maps shop. You can also hire new COs when they become available.

DESIGN MAPS

The Design Maps option allows you to create your own battles using any of the game's map elements and fighting units. You can even load your custom maps onto another Advance Wars player's Pak.

FIELD TRAINING

More than a dozen Field Training missions familiarize you with the Orange Star army and give you tips on how to manage your military forces. It's much more fun than boot camp.

VS. MODE

In Vs. Mode, you can face off with up to three computer- or player-controlled armies, all of similar strength. A collection of seven options allows you to set the conditions of the battle before it begins.

LINK MODE

With a GBA for every player and enough Game Link Cables to connect them, you can stage a linked battle. The Single-Pak and Multi-Pak options offer a variety of scenarios.

STATS

After you've participated in War Room and Campaign skirmishes, you can review your victories in the Stats section. Your rank, insignias and records for each battle are stored for posterity.

COMMANDING PRESENCE

Commanding Officers (COs) assist you on your path to glory. Each commander has a unique personality and a special CO Power, which you can use as a secret weapon. You'll first encounter most COs as they lead opposing forces.



ANDY - ORANGE STAR

Andy, the first CO who will join your Campaign, delivers the most well rounded attack. Unlike other COs, Andy does not have an affinity for one particular type of battle unit or fighting style. He also does not have any specific weaknesses.



HYPER REPAIR

Andy's CO Power restores two Hit Points to each of your units. Hyper Repair and all other CO powers work only when a CO's meter is full. Your units will have increased strength for the duration of the turn in which you use it.



SAMI - ORANGE STAR

Sami increases the movement range of Infantry and Mechanized Infantry units. She also gives them a 50-percent increase in their ability to capture bases and other properties. Sami's weakness is her poor ability to command wheeled and tracked vehicles.



DOUBLE TIME

When Sami unleashes her Double Time power, the already long range of movement of Infantry and Mechs increases for the turn. They also temporarily gain strength and durability. Sami's troops are always the first to reach their goal.



MAX - ORANGE STAR

Max is the muscle-bound master of direct combat, using tanks and other battle vehicles. Attacking forces always have the advantage over forces that are trying to hold their ground. When Max is in command, that advantage is even more pronounced.



MAX FORCE

Max's control over direct combat units increases under the influence of the Max Power command. While it has no effect on Rocket, Missile and Artillery units, it gives Tanks, Medium Tanks and other vehicles a distinct combat edge.



OLAF - BLUE MOON

The leader of the Blue Moon forces is the first CO whom you will face. Olaf's army performs well in the chillingly cold conditions of winter—the more ice, snow and sleet, the better. While other forces slow to a crawl, Olaf's forces press on.



BLIZZARD

Olaf's CO Power unleashes snowy conditions on the environment for a short time. After Olaf uses the power, his army is able to continue its far-reaching assault while opposing forces are forced to progress through the storm slowly.



GRIT - BLUE MOON

The laid-back Commanding Officer who reluctantly follows Olaf's lead is a super accurate marksman and an inspiration to units that attack from long distances. The scope of Grit's long-range units is unmatched by all others.



SNIPE ATTACK

"Reckon it's time to take you down!" Grit's Snipe Attack increases the firing range of long-range weapons by 50 percent. It's perfect for picking off enemy Rockets before they can cause damage.



EAGLE - GREEN EARTH

Air units are at their fighting best when they are under Eagle's wing. If the battle is in the skies, Eagle's army has a distinct advantage. As much as Eagle's power rises in the air, it sinks in the water. His naval units are weak.



LIGHTNING STRIKE

Eagle's power gives his army the ability to attack twice before opposing forces can react. In tight battles, a well-timed Lightning Strike can deal a blow from which a rival army may never recover.



DRAKE - GREEN EARTH

Drake's strengths and weaknesses are the inverse of Eagle's. While Eagle bolsters air units, Drake gives strength to units on the sea. His ships and submarines are unmatched in one-on-one power. The strength of his air forces leaves much to be desired.



TSUNAMI

Drake demonstrates his command over the seas with the devastating Tsunami. When Drake uses his CO Power, the seas swell, water rushes over the land and every enemy unit is hit for one point of damage.



KANBEI - YELLOW COMET

Commanding Officer Kanbei leads the most powerful fighting units of the four armies. They attack and defend more effectively than the units of any other force, hands down. The drawback is that Kanbei's units are 20 percent more costly to deploy than those of other COs.



MORALE BOOST

Kanbei pays his forces more than any other commander, which contributes to his units' increased power and loyalty. Kanbei's Moral Boost further increases the offensive power of his forces for a full turn.



SONJA - YELLOW COMET

When the Fog of War keeps other Commanding Officers from seeing enemy forces in the distance, Sonja's fighting units have the advantage of better vision. Additionally, enemy forces cannot see the amount of damage that they have dealt to Sonja's units.



ENHANCED VISION

Sonja's CO ability increases her already superior vision while under Fog of War conditions. By using Enhanced Vision, her forces can even peer into dark reefs and shadowy forests.

YOUR FIGHTING FORCES

As you assemble your army, you will be able to deploy as many as 18 different types of battle units. You must have factories to create ground units, airports to develop and maintain air units and harbors to produce water units.

TROOP TRANSPORTS ✪ APCs and Transport Copters carry single Infantry or Mech units. Landers carry two ground units of any type. They are favored targets of computer-controlled forces.

INFANTRY

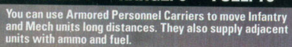
MOVE: 3 | VISION: 2 | RANGE: 1 | FUEL: 99



Foot soldiers capture cities and other properties, such as factories and enemy headquarters. They are relatively weak but inexpensive to deploy.

APC ✪

MOVE: 6 | VISION: 1 | RANGE: 0 | FUEL: 70



You can use Armored Personnel Carriers to move Infantry and Mech units long distances. They also supply adjacent units with ammo and fuel.

TANK

MOVE: 6 | VISION: 3 | RANGE: 1 | FUEL: 70



Standard Tanks are useful in ground battles against Infantry and Mechs. Since they have the same movement range as APCs, they can provide protection for moving troops.

ARTILLERY

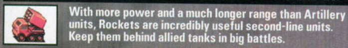
MOVE: 5 | VISION: 1 | RANGE: 2-3 | FUEL: 50



If you can line up targets within the range of Artillery units, you will be able to destroy enemy forces and avoid being hit.

ROCKETS

MOVE: 5 | VISION: 1 | RANGE: 3-5 | FUEL: 50



With more power and a much longer range than Artillery units, Rockets are incredibly useful second-line units. Keep them behind allied tanks in big battles.

LANDER ✪

MOVE: 6 | VISION: 1 | RANGE: 0 | FUEL: 99



Landers can carry two ground units at once across large expanses of water. They are particularly useful in situations where factories are not available on the next shore.

BATTLESHIP

MOVE: 5 | VISION: 2 | RANGE: 2-6 | FUEL: 99



Battleships, the most expensive units to deploy by far, are the only units that can hit ground targets from the water. That capability is useful in many situations.

BATTLE COPTER

MOVE: 6 | VISION: 3 | RANGE: 1 | FUEL: 99



Battle Copters are the only air units that can target enemies on the ground, in the water and in the air. They are versatile, powerful and relatively inexpensive to deploy.

FIGHTER

MOVE: 9 | VISION: 2 | RANGE: 1 | FUEL: 99



While Fighters are capable of targeting only other air units, they are very useful in situations where you must keep the skies clear of enemy aircraft.

MECH

MOVE: 2 | VISION: 2 | RANGE: 1 | FUEL: 70



While Mechanized Infantry units have a shorter movement range than their lighter cousins, they pack a lot of firepower and can hold their own against regular tanks.

RECON

MOVE: 8 | VISION: 5 | RANGE: 1 | FUEL: 80



Recon units are the vehicles with the longest movement range and vision, making them very useful for finding enemies who are hidden by the Fog of War.

MEDIUM TANK

MOVE: 5 | VISION: 1 | RANGE: 1 | FUEL: 50



The most powerful close-combat ground units are expensive to deploy but well worth the money in situations where you need to clear a lot of enemy forces in a hurry.

ANTIAIR

MOVE: 6 | VISION: 2 | RANGE: 1 | FUEL: 60



While you can use them in battle against other ground forces, Antiair units are particularly useful in picking planes and copters out of the skies.

MISSILES

MOVE: 4 | VISION: 5 | RANGE: 3-5 | FUEL: 50



Missiles are less expensive to deploy than Rockets and have a much longer range of vision, but they can target only air units. Use them to take Bombers out of the sky.

CRUISER

MOVE: 6 | VISION: 3 | RANGE: 1 | FUEL: 99



While Cruisers can attack only Submarines and air units, they can carry and protect up to two copters at once. That makes them useful in air and sea battles.

SUBMARINE

MOVE: 5 | VISION: 5 | RANGE: 1 | FUEL: 60



When Submarines dive, they are very difficult to detect. They are silent and deadly. The only drawback is that they use twice as much fuel while under water. Refuel them often.

TRANSPORT COPTER ✪

MOVE: 6 | VISION: 2 | RANGE: 0 | FUEL: 99



Capable of carrying Infantry and Mechs over land and sea, Transport Copters are the most useful troop carriers. Like all transports, they are unarmed. Always protect them.

BOMBER

MOVE: 7 | VISION: 2 | RANGE: 1 | FUEL: 99



If enemy forces are not equipped to take out air units, you can cause a lot of damage with a Bomber. Bombers can take out most ground units in a single turn.

THE WAY OF THE WAR

The Campaign story twists and turns in response to choices that you make. The Campaign Tree below shows how CO selection affects the flow. You will play several times before you have participated in every battle.

ANDY
- IT'S WAR! — ANDY VS. OLAF
- GUNFIGHTER — ANDY VS. GRIT
- AIR ACE! — ANDY VS. EAGLE

ANDY
- MAX STRIKES — ANDY VS. OLAF
- MAX'S FOLLY? — MAX VS. GRIT
- OLAF'S NAVY — ANDY/MAX VS. OLAF
- OLAF'S SEA STRIKE — ANDY/MAX VS. OLAF

MAX
- MAX STRIKES! — MAX VS. OLAF
- SNIPER! — ANDY/MAX VS. GRIT
- BLIZZARD BATTLE — ANDY VS. OLAF
- HISTORY LESSON — MAX VS. GRIT

- SAMI'S DEBUT — ANDY/MAX/SAMI VS. EAGLE
- KANBEI ARRIVES — ANDY/MAX/SAMI VS. KANBEI
- MIGHTY KANBEI — ANDY/MAX/SAMI VS. KANBEI
- KANBEI'S ERROR? — ANDY/MAX/SAMI VS. KANBEI
- DIVIDE & CONQUER — MAX VS. SONJA
- SAMI MARCHES ON — SAMI VS. SONJA
- SONJA'S GOAL — ANDY VS. SONJA

ANDY
- CAPTAIN DRAKE — ANDY VS. DRAKE
- NAVAL CLASH — ANDY VS. DRAKE
- WINGS OF VICTORY — ANDY VS. EAGLE
- BATTLE MYSTERY — ANDY VS. DRAKE

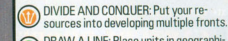
SAMI
- CAPTAIN DRAKE — SAMI VS. DRAKE
- NAVAL CLASH — SAMI VS. DRAKE
- WINGS OF VICTORY — SAMI VS. EAGLE
- BATTLE MYSTERY — SAMI VS. DRAKE

MAX
- CAPTAIN DRAKE — MAX VS. DRAKE
- NAVAL CLASH — MAX VS. DRAKE
- WINGS OF VICTORY — MAX VS. EAGLE
- BATTLE MYSTERY — MAX VS. DRAKE

- ANDY TIMES TWO — ANDY/MAX/SAMI VS. EVIL ANDY
- ENIGMA — ANDY/MAX/SAMI VS. STURM
- THE FINAL BATTLE — ANDY VS. STURM
- RIVALS — ANDY VS. EAGLE



STRATEGY KEY



- LIGHTNING STRIKE: Try to capture enemy HQ before defenses are fully formed.
- DIVIDE AND CONQUER: Put your resources into developing multiple fronts.
- DRAW A LINE: Place units in geographically strategic locations for defense.
- FORTIFY AND CONTAIN: Hold enemy forces in limited areas. Don't let them advance.
- CAPTURE AND HOLD: Capture properties and protect them from enemy troops.
- TAKE TERRITORY: Identify crucial sections of the terrain and take hold of them.

MORE ABOUT MISSIONS

The Campaign Tree will branch depending on which COs you choose, as well as on other decisions that you make. Those factors are specified below.

CONDITIONS FOR UNLOCKING "VS. SONJA" MISSIONS

- Win "Kanbei Arrives" in eight days.
- Win "Mighty Kanbei" in 10 days.
- Win "Kanbei's Error?" in 12 days.

DETERMINE ALLIED BLUE MOON CO IN "THE FINAL BATTLE"

- MAX: Default
- GRIT: Select Max for "Max Strikes."
- OLAF: Defeat all naval units in "Olaf's Navy," then play "Olaf's Sea Strike."

DETERMINE OTHER ALLIED CO IN "THE FINAL BATTLE"

- SAMI: Default
- EAGLE: Select Sami for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery."
- KANBEI: Play "Divide & Conquer."
- DRAKE: Select Andy for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery."

UNLOCK CO'S IN BATTLE MAPS SHOP (ON SECOND TIME THROUGH THE CAMPAIGN)

- KANBEI: Default
- DRAKE: Select Andy for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery."
- GRIT: Select Max for "Max Strikes."
- SONJA: Win all "Vs. Sonja" missions.
- EAGLE: Win "Rivals" mission.
- STURM: Purchase all of the above COs.

UNLOCK "RIVALS" MISSION

Select Sami for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery."

COMMAND WITH A PLAN

There is more than one way to win a battle in Advance Wars. In fact, there are infinite ways to win. The important thing is to go into every battle—every turn—with a plan and to follow that plan to a T.

STRATEGY CHECKLIST

When you have a lot of units on the field, go through a list of steps for each turn so you don't pass up an opportunity to create new units or strike while the iron is hot.

1 CAPTURE PROPERTIES

Neutral and enemy properties are yours for the taking. It can take several turns to capture a property. At the beginning of each turn, continue your capturing efforts.

2 LOOK TO THE AIR AND SEA

When you're concentrating on ground battles, it's easy to let enemy air and sea units go unchecked. Make a habit of targeting aircraft and ships first to make sure they don't get out of hand.

3 WEAKEN THE FRONT LINES

Artillery and Rocket units are the best first-strike weapons in your ground forces. Keep them protected and use them to weaken enemy forces before you follow up with your tanks and troops.

4 TAKE NO PRISONERS

Once you've done all of the damage that you can do from a distance, go into battle with your direct combat forces. Use the stronger units first, then use your weaker units if they are needed.

5 MAKE MOVES

After you have done as much damage as you can, move your remaining units into position for your next turn. Be sure to move them out of the range of enemy units.

6 PRODUCE MORE UNITS

Before you complete each turn, assess your needs and put your factories, airports and seaports to work creating more units. If you don't have the cash for what you need, wait for the next turn.

BY LAND, SEA AND AIR

As you consider the terrain of the battlefield and the strengths of your CO, it's important to decide how you will approach enemy forces. Pick a plan and go with it.

BATTLE BY LAND



The most important factor to ponder while planning a ground attack is the makeup of the terrain. While Infantry and Mech units can cross mountains and streams, vehicles are limited to travel on flat land. Select your routes carefully.

BATTLE BY SEA



A battle in the open sea can be vicious. There is absolutely nothing to hide behind. If you can afford a Battleship, use it to protect your other naval units. An underwater surprise attack with Submarines can be effective—if risky and expensive.

BATTLE BY AIR

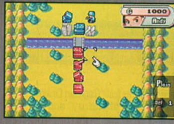


There is nothing more effective and immediate than a Bomber attack on unsuspecting enemy ground forces. The trick is keeping your Bombers in the air. Use Fighters or Attack Copters to clear the skies ahead of your Bombers.

COORDINATE YOUR FORCES

It pays to have your battle units protect each other and to attack as a united force. While teams can travel only as quickly as their slowest unit, there are more advantages than disadvantages to using battle formations.

FLYING COLUMN



With four units traveling single file, you can move through tight areas and over bridges. Lead with a Medium Tank, followed by an Artillery unit, an APC and Rockets. Use your long-range weapons to weaken enemy forces, then plow through them with the tank.

FOG LIGHT



In missions that include the Fog of War, it is important to avoid situations that don't let you back out. Keep a unit with a long vision rating, such as a Recon unit or a Missile unit, near the front of every formation so you can see what's in store for you.

CIRCLED WAGONS



Computer-controlled forces gravitate toward unarmed transports. If you protect those units on all four sides, they will not be harmed. An APC can supply all units in the formation with ammo and fuel if it is the last unit to move on each turn.

TRIPLE THREAT



It's important to be ready for anything on the sea. When you send a Lander across the water, use a Cruiser and a Battleship as escorts. The Cruiser will protect you against Submarines and air units. The Battleship will protect you against everything else.

A GOOD OFFENSE

Victory will be yours if you set your opponents up then hit them hard. Always try to stay a few steps ahead of the competition. The following strategies will keep opposing forces on the defensive.

MOVE FIRST



In any turn-based war game, it's a good idea to stay aggressive and make your opponent react to your moves. One way to do that is to draw enemy units in by moving an expendable unit within their range. After the enemies attack, you can counter with your own big guns.

USE THE BUDDY SYSTEM



Stay together, especially in missions that employ the Fog of War. Use units with long vision to expose enemy forces, then attack those forces with more powerful units. If you move the long-range vision units out of the area, you'll lose sight of the enemies.

DOUBLE UP



Only rarely will you be able to take out an enemy unit with a single unit, in one turn. If you want to obliterate enemy forces, you should use at least two of your units to attack one enemy unit. The lead attacker should be a long-range weapon or a Medium Tank.

BAIT AND SWITCH



Bait and switch can be an effective ploy. Use a small portion of your forces to go after a secondary target. When your enemies put all of their resources into protecting that area, use the rest of your forces to attack your primary target.

A GOOD DEFENSE

If you don't hold on to your territory, you could get caught in a permanent retreat, making it only a matter of time before your forces are obliterated. The following examples show solid defensive techniques.

CONTROL THE FLOW



If you control the bridges, you can control the flow of enemy ground vehicles. Situate a tank on a bridge so that the enemies can approach it from only one angle, and protect that approach with Artillery or Rockets. They'll keep coming and you'll keep stopping them.

CAPTURE AND MAINTAIN



Cities bring in funds. Factories, airports and seaports build forces. All properties repair and supply units. To build and maintain your army successfully, you must capture and hold properties. Build your attack around the capture of crucial locations.

TAKE OUT TRANSPORTS



With transports, enemy forces can supply their offensive units and quickly bring in property-capturing Infantry and Mech units. When you have an opportunity to destroy a transport, strike with authority and stop the threat of enemy expansion.

HOLD YOUR GROUND



It's important to maintain unit density in your force. Expand slowly, take advantage of terrain features and maintain possession of your territory. Enemy forces can't win if you keep a core group of forces around your headquarters and hold the line.

TWO WAYS TO WIN

In most missions, your goal is to end the enemy threat either by capturing the enemy HQ or by destroying all of their units. An HQ capture is faster, but destroying all enemy units may be more satisfying.

CAPTURE THE HEAD



An enemy headquarters that is isolated from factories and airports is a prime candidate for capture. Fly in a Mech unit with a Transport Copter and try to take over the building before the enemy forces can react and put an end to your sneak attack.

DESTROY THE BODY



It's never quick, but an all-out authoritative victory can be a real blast. If you don't have Infantry or Mech units at hand to take over enemy factories, airports and seaports, you can at least halt enemy production by planting your units over the properties.

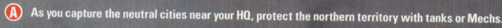
PUT STRATEGIES TO THE WAR ROOM TEST

The War Room is a great place to test your battle strategies. War Room missions are usually very challenging. You'll need to develop and carry out a good plan to earn a victory. You can use the strategies that are laid out in the following War Room missions to make your way through the campaign, too.

SPANN ISLAND - CAPTURE AND HOLD

CITIES: 11 FACTORIES: 8 AIRPORTS: 0 SEAPORTS: 0

The forces start out nearly even on Spann Island. There are five neutral cities near your headquarters that you should capture quickly for fast funds. Defend the northern region with a pair of tanks, build your forces near your headquarters, then sweep to the east, capturing the cities in the southeast along the way.



A) As you capture the neutral cities near your HQ, protect the northern territory with tanks or Mechs.

B) Move east and capture the cities on the other side of the river.

C) Once your forces are ready, make your move to the north.



TOIL FERRY - TAKE TERRITORY

CITIES: 17 FACTORIES: 8 AIRPORTS: 8 SEAPORTS: 6

The three neutral islands in the middle of Toil Ferry territory hold the key to victory. After you capture properties close to your HQ, send transports out to the islands. Once you have complete control over the islands, build forces and spread east, then north to enemy headquarters. Grit will have long-range Rockets and Missiles. Overwhelm them.

A) Take control of the cities, airport and seaport directly east of your HQ.

B) Put two Infantry units on a Lander and send them to the island in the northwest.

C) Spread to the central islands and prepare to attack the enemy mainland.



RIDGE ISLAND - DRAW A LINE

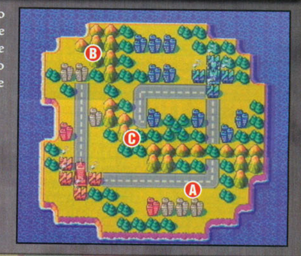
CITIES: 17 FACTORIES: 8 AIRPORTS: 0 SEAPORTS: 0

The mountain ranges of Ridge Island form a good natural barrier. Try to capture all six neutral cities quickly. That will give you the financial base you need to put large forces in the gaps between mountains. Maintain the frontlines and develop your army. When you have enough firepower to take on Grit's long-range forces, come at them from all angles. If you have enough powerful units, you'll overwhelm them.

A) Start by moving east. Take control over neutral cities and develop defenses in the area.

B) Go north and capture the remaining neutral cities while beating back stray enemy forces.

C) Fortify your forces in the center of the battlefield and prepare to advance to the northeast.



SOLE HARBOR - FORTIFY AND CONTAIN

CITIES: 22 FACTORIES: 8 AIRPORTS: 0 SEAPORTS: 3

While Drake is a master of the sea, you can win the battle by controlling the land. Capture all of the cities on the narrow strip of land in the middle of the field. Build up your forces north of Drake's headquarters and slowly push south. If you take out the ships in the south harbor with Rockets, you'll soon claim victory.

A) Advance to the east and capture all of the cities along the way.

B) Build your forces in the northeast and prepare to move south.

C) Keep one eye on the sea and don't let Drake beat you with Battleships.



POINT STORMY - LIGHTNING STRIKE

CITIES: 24 FACTORIES: 14 AIRPORTS: 4 SEAPORTS: 4

Olaf's forces provide a very big challenge on Point Stormy. If you wait too long to attack, Olaf will eventually win the war of attrition. Try to sweep through the east side of the field with a group of Medium Tanks, Antiair units and Mech-loaded APCs. If you cover the factories, airports and seaports around enemy headquarters, you may be able to take over the building.

A) Build a group of Infantry units and use them to take over the neutral cities near your HQ.

B) Move east, then south, then develop a force of Medium Tanks, Rockets and APCs at the easternmost factory.

C) Blaze a trail to enemy HQ, occupy the enemy properties and capture the building.



RIVERS FOUR - DIVIDE AND CONQUER

CITIES: 26 FACTORIES: 17 AIRPORTS: 0 SEAPORTS: 0

Grit and Max will both come gunning for you from the beginning of the mission. You must maintain two fronts to entertain the thought of victory. Since you can't cross the river with vehicles, you must gain control over the factories on the south side of the river quickly and hold them for the duration of the battle. Grit will pose the biggest threat.

A) Set up a group of Infantry and Mech units near the neutral factory and cities across the river.

B) Take Infantry units across the water to the south and take control over the factories in the area.

C) Build up your army on both lines and gradually sweep to the east.



GO TO WAR AND WIN!

Taking inspiration from the Advance Wars Design Maps feature, we'd like you to show us a battle creation of your own that uses Advance Wars terrain features and battle units. Photocopy the grid below, design your war and send it to us.



REWARDS OF VICTORY

You can win big! If we select your entry as one of our five favorites, we'll reward you with an Advance Wars Game Pak, which includes your custom map. Trade it with your friends.

USE YOUR IMAGINATION

The key to creating a fun and rewarding map is to start with a concept then decide how you'll make it work with the available terrain elements and battle units. Pay attention to both the makeup of the terrain and the dynamics of the battle. Take a look at the examples below.

TWO AGAINST ONE



One big force in the north challenges two smaller forces in the south. The northern army has the territorial advantage. The other armies will have to cooperate with each other.

PATTERNS IN THE LAND



The battlefield doesn't have to look like a real place. This example uses geometric shapes as its inspiration. Armies start in the corners and try to take over the properties in the center.

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Spyro the Dragon makes his fairy-freeing, diamond-hunting Nintendo debut in Spyro: Season of Ice from Universal Interactive Studios. It's a gem of a GBA adventure.

ENTER THE DRAGON

With three video game adventures already under his belt, Spyro the Dragon is finally set to appear on a Nintendo game system with Spyro: Season of Ice, due out in November for Game Boy Advance. By featuring more than 20 isometric 3-D adventure levels and a load of minigames, the game packs a lot of variety into a portable package. Producer Ricci Rukavina says that the game's four modes of play have allowed its developers to "squeeze every ounce of power out of the Game Boy Advance in the pursuit of an extraordinary adventure. Gamers all over the world have come to expect the best when it comes to a Spyro the Dragon game. Spyro: Season of Ice continues the rich legacy that previous games have established." While Spyro is the star of the game, his friends, Hunter and Bianca, offer advice and Sparx, a dragonfly, joins in on the action. Spyro is calling on GBA players everywhere for help, too.

OF FIRE AND FROZEN FAIRIES

Spyro: Season of Ice features "a brand-new story line," according to Rukavina. "The player guides Spyro on a mission to rescue 100 fairies that have been frozen in Ice Crystals throughout the Fairy Realms. Spyro uses fire breath and gliding abilities to do away with enemy creatures and navigate the game world."

The trouble starts when Grendor the Rhynoc, a minion of the Sorceress, finds Bianca's Spell Book at the Grand Central Dragon Realms Library. Not knowing the finer points of spell casting, Grendor misuses one of the book's transformation spells and turns himself into a two-headed monster. Wanting to return to his former state, Grendor discovers that he can create an antidote for his condition from the wings of 100 fairies. That's when he gets the idea to capture Spyro's fairy friend, Zoe, and 99 other fairies by freezing them in ice crystals throughout the Fairy Realms.

When Spyro gets wind of Grendor's evildoings, he cuts his Dragon Shores vacation short and soars into action. Since Spyro can breathe fire (it's one of his defining characteristics), it's quite easy for him to free fairies who are encased in ice. The trick is finding them. Spryo's adventure takes him to a variety of environments, such as Hummingbird Fort, situated high above the Fairy Realms, and Mermaid Coast, a seaside resort that Pirate Rhynocs have overtaken. In addition to freeing fairies, Spyro assists a large cast of troubled citizens along the way.





His vacation on the beach cut short, Spyro ventures to save 100 frozen fairies. You'll guide the dragon through a collection of Fairy Realms in your effort to save the day.

Spyro, Close Up

Nintendo Power recently discussed the subjects of games and fame with Spyro. Here's what the dragon had to say.

NP: Can you give us a sense for your background?
Spyro: The one-minute history goes something like this: Gnasty Gnorc—toast, Ripto—toast, again. The Sorceress—toast. Gredor the Rhnoc—we'll see.

NP: What were you doing before you were a video game star?
Spyro: I was born a star, baby. Where's my close-up?

NP: Besides breathing fire and freeing your friends, what do you like to do for fun?
Spyro: I like burning chicken to a crisp, writing bad Haiku poetry and hanging out by the beach with my friends, Hunter, Bianca, Sparx—and Crash, too, if he doesn't oversleep. Also, I've recently taken up the ancient art of Dragon Fu..

NP: People say you have an "attitude." Do you agree?
Spyro: Attitude? What attitude? Next question.

NP: Why is it that trouble seems to follow you wherever you go?
Spyro: Dragons and trouble go together like bandicoots and boxes. Can I help it if ugly Gnorcs, diminutive dinosaurs, disagreeable sorceresses and rowdy Rhynocs pick on the wrong dragon? I don't think so!

NP: Do you have plans to appear in any other types of games?
Spyro: For now, Sparx and I have instructed our agent to turn down all offers for cart racing, pinball, puzzle and tennis games, 'cause we want to focus on adventures. However, we are considering starring in a Purple Ketchup advertisement. Purple Ketchup is a dragon delicacy, you know.

NP: What's next for you?
Spyro: A nice, long vacation...

FLOAT LIKE A DRAGON, STING LIKE A...DRAGONFLY?

Spyro is a versatile dragon with a wide variety of moves. Not only can he breathe fire and glide—he can jump, devour and spit out objects and charge ahead with the force of a bull. The A Button controls his movement through the air. Tap it once to make him jump. Tap it twice to make him glide. Tap it three times to make him land with precision. By moving through the air, you can avoid ground obstacles. You can also smash through objects with a charging attack. You'll have to master all of Spyro's moves to save the lot of frozen fairies.

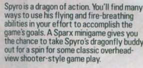
In the regular adventure levels, Sparx the Dragonfly follows you as your gem-collecting sidekick. When Sparx has the chance to spread his wings in minigames, he, too, shows versatility by zigzagging around obstacles and enemies and firing two types of shots. Together, Spyro and Sparx make a potent combination.











Spyro is a dragon of action. You'll find many ways to use his flying and fire-breathing abilities in your effort to accomplish the game's goals. A Sparx minigame gives you the chance to take Spyro's dragonfly buddy out for a spin for some classic overhead-view shooter-style game play.

A DRAGON'S WORK IS NEVER DONE

You can guide Spyro in and out of the game's many areas. One large area serves as your home base, where you'll find a collection of portals that lead to other levels. To fly through some portals, you must free a set number of fairies. The name of each level and the number of fairies that you must save to enter that level appear when you approach the level's portal.

Once you fly through a portal, you must achieve an objective before you can return to the original Fairy Realms area. You'll meet characters in most levels who will tell you about the objective at hand. Objectives range from ridding an area of cactus bombs to restoring light to a collection of lighthouses by using Spyro's fiery breath.



In addition to freeing fairies and helping characters complete objectives, you can collect gems—hundreds of gems of several types. You'll be a hero at the end of the adventure, and you'll be rich.

An atlas, available in the options menu, shows how many fairies you have freed in each level and how many gems you have collected. It also gives you the total number of fairies and gems that are available in each level, so you can be sure to collect them all.

When you fly through a portal to another part of the Fairy Realms, you will encounter characters who ask you to accomplish tasks. With fiery breath, you are well-equipped to restore light to lighthouses.

IT'S NOT JUST AN ADVENTURE...

"We made the choice early on to adapt Spyro's abilities in a way that was unique and fun," says Rukavina. The developers have done that by offering several different styles of game play. Spyro and Sparx demonstrate their abilities in the isometric adventure levels, and they pull out a different bag of tricks in the minigames.

"Speedway rounds are fast-paced 3-D Time Trial runs through dangerously populated realms," notes Rukavina. "They utilize the GBA's simulated 3-D perspective, Mode 7 [a display method that was first used in Super NES games, such as Super Mario World and F-Zero] to give the game a different feel from the isometric levels." In the speedway levels, you will fly freely and dart around objects that are coming straight for you.

"The Sparx levels use an overhead view with old school, shooter-style game play," continues Rukavina. "We also have a super secret bonus level that has its own engine. You can play it only after you have rescued all of the fairies and collected every gem." Clearly there are a lot of secrets to uncover in your long adventure with the dragon and his pal.







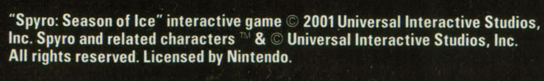
WAY TO GO, SPYRO

After years as a video game star, Spyro the Dragon finally soars onto Game Boy Advance with flair, style and versatility, and he brings a cast of characters along with him. Not only does his GBA debut offer a long adventure, it also includes minigames and hidden levels. Fire it up and watch Spyro go!

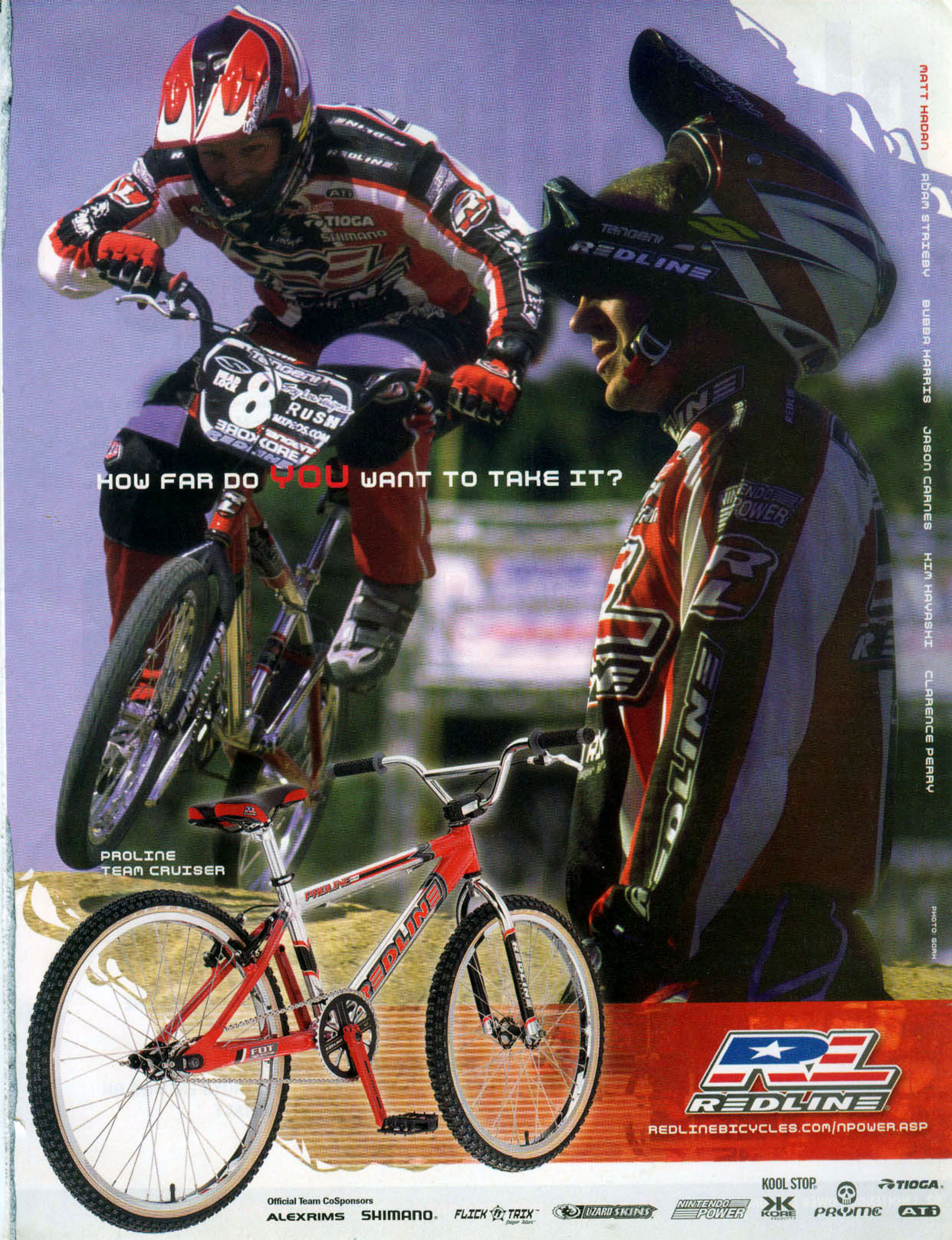
SPYRO SEASON of ICE™










HOW FAR DO YOU WANT TO TAKE IT?
MATT HADAN
ADAM STRIEBY
BUBBA HARRIS
JASON CARNES
KIM HAYASHI
CLARENCE PERRY
PROLINE
TEAM CRUISER
PHOTO: GORK
REDLINE
REDLINEBICYCLES.COM/NPOWER.ASP
Official Team CoSponsors
ALEXRIMS
SHIMANO
FLICK TRIX
LIZARD SKINS
NINTENDO POWER
KORE
KOOL STOP
PROMOE
TIOGA
ATI

classified information

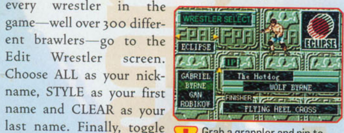
YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET





WRASSLIN'

We've found a Fire Pro Wrestling code that grabs you in a headlock and won't let go! To unlock every wrestler in the game—well over 300 different brawlers—go to the Edit Wrestler screen. Choose ALL as your nickname, STYLE as your first name and CLEAR as your last name. Finally, toggle exchange to OFF and middle to the small square.



Grab a grappler and pin to win. You'd better set aside a large block of time to check out.

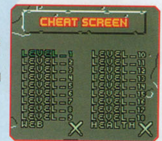


CHEERIO, MYSTERIO

Spider-Man makes his villain-thumping return to the Game Boy Color in Spider-Man 2: The Sinister Six, and, boy, do we have codes! Unlimited webbing, increased difficulty settings, weird little minigames—you name it, we've got it. Enter all codes at the Title screen, which is the screen that shows Spidey swinging through the air. So stop watching that Spider-Man movie trailer that you downloaded off the Net and start thrashing baddies.

THE ROAD LESS TRAVELED

To open up a Level Select menu, press B, A, Left, Down, Up then Right. You'll be able to warp to the level of your choice and gain unlimited webbing and health, to boot.



JUMPMAN?

If you want to take a peek at a really odd minigame, press A, B, A, B then Down. You'll be taken to a secret stage where teddy bears are leaping from a burning building and Spidey and Doctor Octopus have to catch them with a trampoline. Excelsior!



CODE	EFFECT
←, ↓, B, ↑	UNLIMITED WEBBING
↑, ↓, →, A	UNLOCK NIGHTMARE DIFFICULTY
↓, A, B, A, A	SPIDEY'S WEB DESTROYS ENEMIES ON CONTACT

IRIDION 3D

PRETTY PICTURES AND MANY MEN

How'd you like an Iridion 3D code? How about two? To unlock a gallery full of game-related artwork, go to the Password menu and input *G4LL3RY*. You'll be taken to a screen with an image of the Iridion ship. Use the Control Pad to rotate the image and zoom in and out, and press the A Button to skip to the next piece of artwork. And if it's infinite lives you crave, use the password *1NV1S4BL3*. Be sure to include the asterisks with both codes.

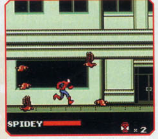


Beautiful artwork is the bee's knees, but it's no match for an invincibility cheat.

SPIDER-MAN

BIRDBRAINS

We couldn't let Spider-Man 2: The Sinister Six steal all the glory, so we're tossing in a code for Spidey's original Game Boy Color title. To change all of your enemies into shrieking birds, go to the Password screen and enter B1RDY. The new enemies are a royal pain, as they actually follow Spider-Man around the levels and attack him at every turn.

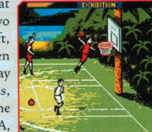


Birds on a wire don't stay there for long with this code. Run, Spidey, run!

NBA SHOWTIME NBA ON NBC

SHOWTIME, BABY!

Fans of portable basketball games can stand up and cheer, because we've got brand-new codes for NBA Showtime on the GBC. For unlimited turbo, press Up, B, A, Up, B, A, Up, B then A at the Title screen. To unlock two hidden courts, press Left, Left, A, A, Left, Down, Right, B then A at the Title screen. And to play with two development teams, the San Diego Midway and the Melbourne Torus, input Up, A, Down, B, Right, Left, Right, Left, B then A at the Title screen.



You can use new courts in Exhibition Mode only. You can use the new teams at any time.

NBA Hoopz

BASKETBALL BROUHAHA

While the spelling of NBA Hoopzterz might be a bit off, the code selection is spot on. To enter the codes, pick a team and start a new game. When the Play Match screen appears, you'll see three basketballs at the bottom of the screen. Use the ball and the letters "N," "B" and "A" to set the codes. Press Start to toggle between the first ball and the letters, B to work the second and A to change the final one. All codes end with a direction, which you enter on the Control Pad. You can use multiple codes, but you must reenter them when you start a new game.



Oil rigs—they're not just for offshore drilling anymore.

CODE	EFFECT
BALL, A, B, ↑	INFINITE TURBO
A, BALL, BALL, ↓	SHOW HOT SPOT
B, B, B, ←	DISABLE "ON-FIRE"
N, A, B, ↓	FACTORY COURT
BALL, N, B, ↑	FUTURE COURT
N, B, A, →	ISLAND COURT
N, BALL, A, ←	NIGHTCLUB COURT
B, A, BALL, →	OIL RIG COURT
A, A, B, ↓	PRACTICE COURT
B, BALL, N, →	PRISON COURT
N, N, N, ↑	ROOFTOP COURT
A, B, N, ←	VOLCANO COURT

For more top secrets, infiltrate Nintendo's Code Bank at www.nintendo.com/codes/index.html

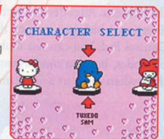




FASTER KITTY

We've discovered the ultimate code for Hello Kitty's Cube Frenzy. (We know, we know... the game's so sugary sweet it will attract hummingbirds if left outside. But it's a lot of fun and contains tons of clever puzzles, so stop rolling your eyes.) To unlock all three modes of play and every character in the game—including tough-as-nails Tuxedo Sam the penguin—go to the Title screen and press Down, Left, Right, Up, B, A, B, Up, Down, Up, Down, Right then Left. Then, go kick some cubes!

THE CAT'S MEOW
In addition to unlocking two different modes of play, the code opens the wicked Advanced difficulty setting in Story Book Mode. Say "goodbye," Hello Kitty!



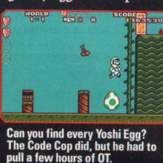




CODE COP

EGGHEADS

Greetings, readers. Code Cop here, and I'm more steamed than seafood at a clam bake. I love my new Game Boy Advance (and play it every day, in fact) but evil criminals are already disseminating false GBA codes! So if you read rumors about Yoshi Eggs in Super Mario Advance, let me set the record straight. Once you beat the game, you can play it again and find two hidden Yoshi Eggs on each level. Finding every egg is an impressive achievement, but that's all. It won't unlock hidden levels. It won't let you play as Yoshi. It's just a fun extra for dedicated gamers. Capisce? This has been the Code Cop, keeping the GBA safe from false code criminals everywhere.



Can you find every Yoshi Egg? The Code Cop did, but he had to pull a few hours of OT.

X-MEN WOLVERINE'S RAGE

APPLAUSE FOR CLAWS

That surly mutant Wolverine is at it again in X-Men: Wolverine's Rage for the GBC. If you've been looking for a way to make the game easier (or if you're convinced that Wolverine's blue outfit simply doesn't match his eyes) press Up, Up, Down, Down, Left, Right, Left, Right, B then A at the Title screen. You'll be given a neon yellow outfit that lets Wolverine regenerate his health at a faster clip. It's both stylish *and* functional!

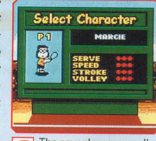


Wolverine always seemed like a yellow kind of guy anyway.



YEAH, BUT WHERE'S KOURNIKOVA?

A couple of issues back, we printed a code to unlock Woodstock in Snoopy Tennis for the Game Boy Color. Well, an astute reader has done us one better, and now we have a code to unlock Woodstock, Pig Pen and Marcie. Go to the Password screen and enter HGQM to open up the racket-bearing rascals. Now that's what we call a Peanuts gallery.



The new players are all top-notch pros with amazing talent. Even Marcie the bookworm has mad skillz.



LEGENDS OF THE PITFALL

Watch out, Harry, there are codes on your tail! We've located extra cheats for Pitfall: The Mayan Adventures for the GBA. The first, a level skip code, was previously printed in Volume 147, and you'll need to activate it before the 99 weapon code or the flying Harry cheat will work. The nine continues cheat must be entered at the continue screen. And, finally, the code to open the Lakamul Rain Forest is entered at the main menu—but you can't use it in conjunction with the level skip code.

FLYING HIGH
Harry's flying animation changes depending on the position he's in when you activate the code. It's a great way to check out a level, and it's also good for a few laughs.



CODE	EFFECT
PRESS L, SELECT, A, SELECT, R, A, L, SELECT	SKIP TO ANY LEVEL (HOLD SELECT AND PRESS L OR R TO CYCLE THROUGH THE LEVELS)
HOLD SELECT AND PRESS B AFTER ENTERING THE LEVEL SKIP CODE	99 OF EVERY WEAPON
HOLD SELECT AND PRESS THE CONTROL PAD AFTER ENTERING THE LEVEL SKIP CODE	FLY THROUGH THE LEVEL
PRESS START RAPIDLY AT THE CONTINUE SCREEN	GET NINE CONTINUES
PRESS A, L, A, R, A, L, SELECT, SELECT, START	OPEN LAKAMUL RAIN FOREST

RAYMAN ADVANCE

RAYMAN TO THE RESCUE

Finally, we close Classified Info with a visit to a world where Electoons are imprisoned and the main character lacks both arms and legs. Naturally, we're talking about Rayman Advance for the GBA, and we think you'll be pleased as punch with our fine selection of new codes. Because you enter codes at the Pause screen, you'll need to start playing a game before you'll be able to activate them. When you begin a game, press Start to access the Pause screen—and be careful not to quit your game once you've entered the codes.

LOOK, MAN, IT'S RAYMAN
Who's got all the right moves? We're not sure, but we are sure that you can get all the Special Moves by using the codes below.



CODE	EFFECT
←, →, ↓, →, ←, R	GIVES RAYMAN 99 LIVES
↓, ←, →, ←, ↑, L	GIVES RAYMAN ALL THE SPECIAL MOVES
L, ↓, ←, ↑, ↓, R	REFILLS RAYMAN'S HEALTH METER
→, ↑, →, ←, →, R	MAKES RAYMAN INVINCIBLE

SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

Your secret's safe with us. Send your codes to classified@nintendo.com or to the address above.



MONKEY BUSINESS

While other games have featured rolling heroes, banana pick-ups and fun-loving animals with personality plus, Sega's launch title for the Nintendo GameCube is a whole new ball game. Super Monkey Ball was originally an arcade game in Japan, and all of its single- and multiplayer tilting platform fun has been preserved in the game's transition to Nintendo GameCube. But the folks at Sega weren't just monkeying around when they brought their arcade hit to a home console! They added three party games and three minigames, giving players seven different ways to make a monkey out of themselves.





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MONKEY BALL SEE...

Super Monkey Ball's Arcade Mode, which allows one to four players to compete, is a tension-riddled test of skill. The Monkey Balls are balanced on platforms that are suspended high in the air, and players must tilt the platforms with enough finesse to keep their Monkey Balls rolling through the courses as fast as they can without falling off the edge. In the beginner levels, it's not very hard to keep your Monkey on course. But later courses (there are dozens and dozens) feature huge gaps, thin bridges, bumps, moving platforms and all sorts of obstacles. Players also have to pick up as many bananas as possible, especially in one-player mode, where the points add up to open the minigames.



Navigating the moving platforms takes patience and skill. It's very easy to roll right off the edge.



The monkeyscapes are many and varied in Super Monkey Ball. Obstacles and challenges abound!







MONKEY BALL DO!

While many of the levels are incredibly challenging, especially when the pressure's on, the game's controls are very easy to learn. In Arcade Mode, all you need is the Control Pad and the A Button. As you compete against your friends, you'll see transparent, ghostly images of them in your own sector of the screen so you can keep track of their progress. To be top banana, you'll need to speed through the levels as carefully as you can. If you fall off the course, you'll have to start at the beginning, so caution is just as important as quickness.



Up to four players can enjoy Super Monkey Ball's charms.



Gongon, the monkey in the blue shirt at the bottom of the screen, is exclusive to the Nintendo GameCube version of Super Monkey Ball.





Party Animals

Three party games are available from the very first moment you place Super Monkey Ball in your GCN. Up to four players can monkey with the silly party games, which have very little—besides the Monkey Balls—in common.



Players earn points by winning matches and collecting bananas.

Monkey Brawl

Each monkey is outfitted with a large boxing glove on the outside of its ball to use to knock the other monkeys off the platform. The monkey with the most points is indicated with a crown so the other fighters know who to target. Power-ups add a random element to the game, granting things like even larger boxing gloves and a longer reach to the player who picks them up.





On Target

The monkeys roll down a ramp that propels them into the air, over water, through obstacles and eventually onto a target marked with different point values. Players must choose the right moment to open the transparent balls to form makeshift wings, which their monkeys can use to glide to the target. The smaller and farther away the target is, the more points you'll earn for landing on it.

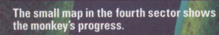




On a Roll

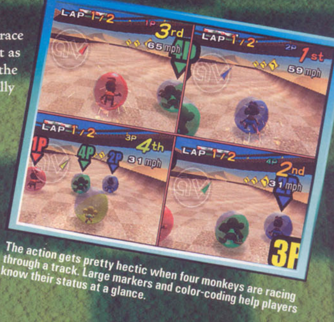
Monkey Race is a simple concept—the fastest monkey wins. Players race around a track trying to be the first to finish, but, of course, it's not as easy as it sounds. The monkeys can pick up items to use against the competition, Mario Kart-style, and some spots along the road actually knock the monkeys off the course or in the wrong direction.





The small map in the fourth sector shows the monkey's progress.





The action gets pretty hectic when four monkeys are racing through a track. Large markers and color-coding help players know their status at a glance.

More Fun than a Barrel of Monkey Balls

Gamers who can't get enough monkey action can play the one-player Arcade Mode to earn points. As the points add up, the minigames become available. Sega put a lot of effort into each of the games in Super Monkey Ball, and it shows in the complex minigames, each of which is a thoroughly enjoyable version of the sport upon which it is based.



Banana Split

Monkey Bowl is one of the best-realized video game versions of bowling any Nintendo system has ever seen. Players choose the direction, speed and spin of the ball and get to watch a funny monkey roll down to the end of the lane. It's bowling bliss.



The monkeys vary in weight, which changes the way they travel along the lane.



The monkeys gather at the end of a multi-player game to celebrate a victory.



TEE TIME

Monkey Golf is an authentic golf/miniature golf game that is on par with many other video golf games. You're in control of the monkey's direction and swing power, but it's the monkey itself that swings a club inside the clear ball, which hurls the monkey through the course and toward the cup.

RIGHT ON CUE

The monkeys aren't behind the eight ball—they're in it in the playfully reverent Monkey Billiards. As the quiet, classy music plays in the background, players can line up their shots and put a little English on 'em while they're at it. As with the other minigames, Monkey Billiards is easily one of the finest games of its genre.

Gongon lines up a shot in Monkey Billiards. His extra heft can be helpful in the minigames.

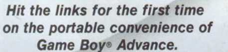
HAVE A (MONKEY) BALL

Super Monkey Ball has a bunch of habit-forming modes you'll go bananas over. The Arcade Mode alone is more than enough reason to give the game a try, and when you add the crowd-pleasing party games and minigames to the formula, you and your friends will definitely have a ball!

90 HOLES IN THE PALM OF YOUR HAND!



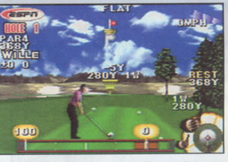




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COUNSELORS' CORNER

Your Questions—Our Experts!

TONY HAWK'S PRO SKATER 2 (GBA)

WHERE ARE THE OLDSKOOL GAPS?

You'll figure out the locations of the Old-skool Gaps if you spend enough time skating around in the Warehouse. If you want to collect your money right away, however, we can fill you in on the gaps. The first one is simple—just ollie between the two short ramps on the left side of the Warehouse. The next gap is between the two vert ramps on either side of the ramp to the right of the starting ramp. The third gap is over the tongue-shaped extension of the back wall.

Line yourself up, build up plenty of speed then ollie between two short ramps near the puddle on the floor. You'll need to make the jump to collect the letter S in S-K-A-T-E.



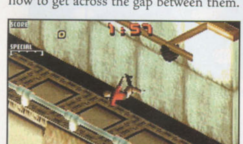
The ramp between the two vert ramps is fairly wide, so you'll need to be going fast before you attempt the horizontal jump.



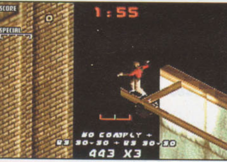
A straight jump over the wall extension is very tough, so you should take advantage of the game's unusual physics to spin around it as part of a vert move.

HOW DO I GET TO THE SECOND ROOFTOP IN BOSTON?

As its name suggests, the Rooftops, Boston, level has two separate buildings that you can skate—if you can figure out how to get across the gap between them. Ollie up a ramp to the rail at the base of the billboard, grind to the left then ollie over the gap to the ledge of the second building. The trickiest part of the sequence is landing on the ledge. Make sure you are facing forward when you land, so you can grind to an open area on the roof of the taller building.



Use the vert ramp beneath the billboard to reach the rail. Try to jump diagonally from the ramp so you'll have some momentum when begin grinding the rail.



Ollie during the grind on the billboard to build speed, then jump over the gap between the buildings. Try to jump just as you reach the end of the rail.

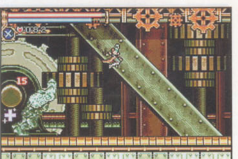


You'll probably fall into the gap if you're pointed to the rightwhen you land on the ledge of the taller building. Press Left on the Control Pad as you land to face the correct direction.

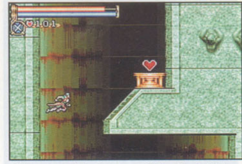
CASTLEVANIA: CIRCLE OF THE MOON

HOW DO I CLIMB WALLS?

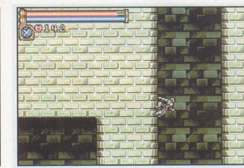
You'll run across many areas in the castle that require you to climb up the walls, but you won't be able to do so until you find the Kick Boots in the Machine Tower. The boots allow you to bounce off walls and leap diagonally. You can use the ability to zigzag up narrow, vertical corridors where there isn't enough space for you to perform double jumps.



You must defeat the Iron Golem before you can reach the Kick Boots. Remember to leap when the monster raises his arms to attack.



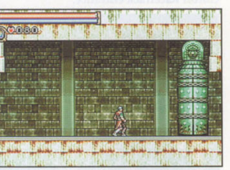
After you grab the boots, you'll be able to kick yourself off the walls. It's the only way to reach many elevated platforms.



Kick Boots are essential in narrow passages without platforms. You'll need to jump back and forth between the walls to progress.

IS THERE A WAY TO GET PAST THE IRON MAIDENS?

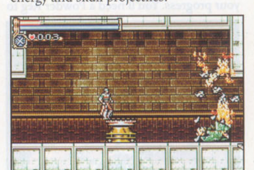
Iron Maidens—statues that look like sarcophagi—will block you from entering many important passages until you find the switch that destroys them. Of course, you'll have to battle a tough boss—Adramelech—to reach the room that contains the switch. Attack Adramelech's head while you dodge the creature's energy and skull projectiles.



The mysterious Iron Maidens are temporary obstacles. Proceed to the Chapel Tower to find the switch that eliminates them.



Adramelech may have a few things to say—or spew—about your reaching the switch. Equip a strong DSS attack when you fight the boss.



Stomp the switch in the small room beyond Adramelech to destroy all the Iron Maidens in the castle.

HOW DO I SUMMON FAMILIARS?

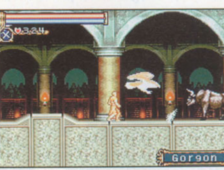
Familiars are creatures that you can conjure to attack your enemies. The familiar you create depends on what DSS card combination you choose, but there is one constant—you must always use the Saturn Action card. To get the Saturn card, you need to defeat the Fallen Angel outside the entrance to the Battle Tower. Equip the card with any Attribute card.



Defeat the Fallen Angel near the Battle Tower entrance to make it drop the Saturn card. The Action card allows you to create familiars.



Familiars take the form of an animal or mythological creature. Most of them will attack enemies while you deliver your own attacks.



If you combine the Golem card with the Saturn card, you'll create a Hawk Familiar that independently attacks enemies.

THE LEGEND OF ZELDA: MAJORA'S MASK

HOW DO I HELP THE GUY IN THE TOILET?

There are few things more annoying than discovering that the toilet paper is missing from the bathroom—particularly when you are in the toilet. At midnight on each of the three days, a desperate person will reach out from the toilet in the Stock Pot Inn and ask for paper. If you hand over a letter or a title deed, you'll receive a Piece of Heart in return.



Any scrap of paper will do in a pinch. A letter is useful, but it may be easiest to get the Deku Scrub's title deed.



You'll need to be inside the Stock Pot Inn after hours, so use the room key or hover through the door on the deck.



Hand over the paper at midnight when the hand reaches out for relief. Your good deed will earn you a Piece of Heart.

HOW DO I OPEN MILK ROAD?

The first time you go down Milk Road, you'll encounter a big boulder blocking your progress. You'll need a Powder Keg to clear the way to Romani Ranch. To get the keg, visit the bomb master's cave in Goron Village after spring returns. He'll certify you as a Powder Keg handler if you can successfully carry the large bomb to the Goron Racetrack entrance.



Talk to the bomb master in the Goron Village to learn about Powder Kegs.



Unblock the entrance to the Goron Racetrack then return to the bomb master.



Using a Powder Keg is the only way to open Milk Road. You can buy one in the Bomb Shop.

HOW DO I DEFEAT THE IKANA KING?

Defeating Igos du Ikana and his two guards is a complicated process. Fight off the bony bodyguards so you can burn away the curtains on the windows with Fire Arrows. Knock down the guards with your sword, then scorch them by reflecting sunlight onto them with your Mirror Shield. Burn the king the same way, but wait until his head stops flying around.



Hit the guards until they fall down, then destroy them with reflected sunlight.



The king is invulnerable while his head zips around. Simply avoid him until he reassembles.



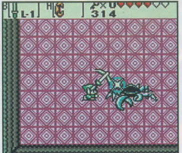
Shoot Fire Arrows at the king to make him lower his shield, then burn him with sunlight.

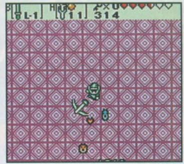
THE LEGEND OF ZELDA: ORACLE OF SEASONS

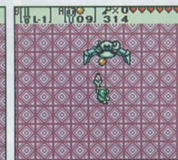
HOW DO I DEFEAT GOHMA?

In a change from previous boss battles in Oracle of Seasons, you'll need to adjust your equipment mid-battle to defeat Gohma. First, Equip Roc's Feather and your sword so you have the speed to dodge and attack the monster's large claw. After the claw is destroyed, replace the feather with the Slingshot. When Gohma opens its eye, fire a seed at it.


The Dancing Dragon Dungeon boss, Gohma, will slash at you with its big claw until you destroy it.

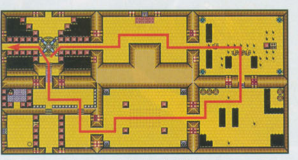

Try to stay above and to the left of the claw, then slash it with your sword to destroy it.

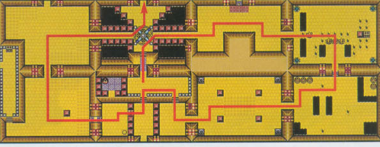

After its claw is gone, Gohma will spit fire creatures at you. They leave hearts behind when you defeat them.


Get into position beneath the boss then shoot seeds into its eye. It takes several hits to finish off the monster.

HOW DO I SHIFT THE DIRECTION OF THE TURNSTILES?

The first turnstile you'll discover is in the Ancient Ruins, a large and potentially confusing dungeon. Initially, the turnstile will let you turn only east at its junction. To make it turn west, you'll need to go clockwise through four rooms to make a loop back to the room just south of the turnstile. You'll need to make even more complicated loops later in the game.


When you start or restart the Ancient Ruins, the turnstile will allow you to go east only. Make a loop through four rooms until you reach the room to the south of the turnstile.


After you find a key, you'll be able to make a longer loop that will take you north through the turnstile. When you reenter the turnstile, you'll be able to reach the western section of the dungeon's first floor.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707 ($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400 ($2.00 per minute. Callers under 18 need parental permission to call.)

Fortress

Q: What is Blitz Mode?

A: Blitz Mode is faster than Normal Mode, and you aren't given a head start at the beginning.

Q: What do I get for completing Tournament Mode?

A: You'll get to see the game credits.

Q: Are there any differences between time periods?

A: The only differences are the graphics and animations. The blocks and weapons' effects are the same in all the levels.

Jurassic Park 3: The DNA Factor

Q: How do I shoot little dinosaurs?

A: You must press the R Button to crouch, then hit the B Button to fire a weapon.

Q: Why do I have to repeat a level after I beat it?

A: You must successfully complete the DNA strand game at the end of each level to progress to the next level.

Q: How do I pick up weapons?

A: You must crouch to pick up weapons. Pressing the R Button makes you crouch.

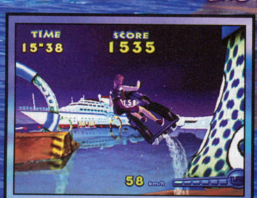
Make the Most of Your Game Counseling Call!

Before you make a call, ask yourself five questions: What haven't I tried? Where haven't I gone in a while? Have I seen a similar item or situation before? Why would a particular item or person be in a particular spot? Is there a character in the game who might be able to help me?





Nintendo GameCube makes a splash with Wave Race: Blue Storm, a new racing adventure. Combining state-of-the-art graphics, crystal-clear sound and plenty of speed, speed, speed, Blue Storm proves that you don't need fins and gills to rule the waterways.







DOIN' THE WAVE

The first Wave Race game debuted with the Nintendo 64 system and was an instant smash, becoming one of the most popular racing titles in Nintendo history. Just as the anticipated arrival of the Nintendo GameCube signals a new age for video games, Wave Race: Blue Storm signals new life for the classic racer. Sporting improved graphics, wondrous sound and the best water effects you've ever seen, Wave Race: Blue Storm will satisfy both experienced watercraft fanatics and hydrophobic rookies. Don that orange life preserver and buy some sunscreen as the NP Crew guides you through high-speed, white-knuckle racing that's as real as it gets.



The wave effects are based on real-world physics, which means they behave exactly as water would if you took your own watercraft out for a spin on the lake.



If air is what you crave, then Wave Race: Blue Storm will have you soaring. Ramps, jumps, and shortcuts galore are all waiting for talented riders.

THE COURSE FORCE

What good is a racing game without challenging courses? Wave Race: Blue Storm lets you tear it up on eight unique tracks that are spread across the four corners of the Earth. Dodge boulders and fishing boats as you fly through the vacation paradise of Aspen Lake. Wave to chubby polar bears and massive cruise ships while avoiding crumbling icebergs in Arctic Bay. Shatter gondolas and send tourists running for cover as you crash through open-market cafes in the Venice-like La Razza Canal. Bring a decent camera because the game also boasts fully interactive environments and beautifully rendered backgrounds. Much like on a real trip around the world, you'll have a hard time seeing everything—no matter how long you play.

You'll be king of the world when you see the lush environments in Wave Race: Blue Storm. Keep an eye out for an audience of campers, bears and friendly dolphins.



Prefect buoy placement is crucial to an enjoyable racing experience, and Shigeru Miyamoto has been assisting the developers with that aspect of the game.



PICK A PILOT

Nintendo has designed some of the bravest and most skilled riders in the world to take on the Wave Race challenge. Each rider is rated in five individual areas: top speed, acceleration, maneuvering, stunt skill and strength. The Wave Race: Blue Storm racers vary widely in skill, which is a welcome change from racing games where every participant handles like the same person. Skilled players must learn to use different techniques for each race based on the rider they select. A rider with high acceleration and maneuvering ratings might zip through turns like a barracuda, while a rider with a high strength rating can put pedal to the metal and try to knock other riders out of the running. While it's fun to learn the ins and outs of one particular racer, the true challenge comes in mastering the intricacies of every rider in the game.



Even if every rider is on-screen, the game streaks along without a hint of slowdown. Clipping and pop-up problems are nonexistent, and the only fog you'll see comes from racing on a cool, crisp autumn morning.



The strength rating represents your ability to slam other riders out of the running. You can kick other riders off their machines by bumping up against them—once you're bumper to bumper, the kicks are automatic.

THE MODE ABODE

There are five different modes of play in Wave Race: Blue Storm. Take on all comers and unlock new tracks in Championship Mode. Explore the landscape and find hidden shortcuts without the constraints of time, buoys or other riders in Free Roam Mode. Make stomachs churn and jaws drop while you kick out amazing tricks in Stunt Mode. Beat your best time and race your ghost (which takes the form of a bright yellow helicopter) in Time Trial Mode. And, finally, match thumbs with up to three other players in a Multiplayer Mode battle royale. While the single-player games are a blast, nothing can compare to the joy of dancing the victory boogie while a dejected opponent weeps on the sidelines.



You can let it all hang out in Stunt Mode, where tricks and danger are your watchwords.



The power of Multiplayer Mode will not be denied! Even with this much action on-screen, the racers fly fast and furious.

BE THE CHAMP

Championship Mode features four difficulty settings—exhibition, normal, hard and expert. Once you clear the Dolphin Park track on the exhibition difficulty setting, you'll move on to race five, six and seven days in a row, respectively, on the other settings. Riders accumulate points over each set of days, and you must earn a certain number on each setting to advance to the next. Once you've completed a difficulty setting, you'll unlock a new track that you can access in any mode. One of the nice features of Championship Mode is that you can see what the weather will be like two days in advance and plan your strategy accordingly.



You can track an opponent's progress with the bar on the left-hand side of the screen. Also displayed are your current place, the number of laps remaining and your missed buoy count.



The cold waters of Arctic Bay won't be available until you win the championship trophy on the normal difficulty setting.



STUNTED GROWTH

Stomach-lurching moves are par for the course when you take a ride through Stunt Mode. Available on any unlocked track, Stunt Mode challenges riders to complete a course in the shortest amount of time while performing the most stunts possible. You'll earn points for performing a stunt successfully, riding through a ring and finishing with a low time. The list of possible stunts reads like something from Tony Hawk's personal notebook—if he rode a 500-pound watercraft instead of a one-pound skateboard, that is. Kick out backflips, can-cans, nac-nacs, handstands, barrel rolls, heel clickers and more while flying off ramps the size of Texas. In addition to jumps, riders can also shift positions on their machines, so you can speed through a course while sitting backward, lying on the front or even standing on your head! The popular submarine feature from Wave Race 64: Kawasaki Jet Ski also makes a triumphant return. If you can pull off the Submarine stunt, you'll be able to plow underneath bridges, docks and other obstacles to shave precious seconds from your final time. You have to see it to believe it.



Ramps so high they would make an astronaut dizzy are commonplace in Stunt Mode. You might need an oxygen mask for some of the biggest ones.

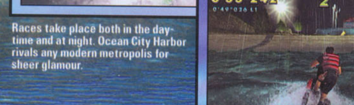
Different sets of rings are worth different point totals. Only the best of the best will be able to hit them all while simultaneously pulling off sick tricks.



WEATHER THE STORM

So you think you can handle the tracks? Not concerned about opposing riders? Feeling confident in your lightning reflexes? Well, try to pull it off during a tsunami! Weather plays a huge role in Wave Race: Blue Storm, and understanding the various conditions is vital. As you progress through the game, you'll see rain, snow, fog, clouds, wind and more—and different weather will affect the nature of the track. A heavy rainstorm will kick up surf, causing massive waves to toss your craft like a baseball. Snow will slow your progress and cause your maneuverability to suffer. Fog will roll in and wipe out the entire landscape, forcing you to make split-second decisions when buoys and obstacles suddenly rise out of the gloom. Once you've unlocked certain portions of the game, you can even select your weather in certain modes.



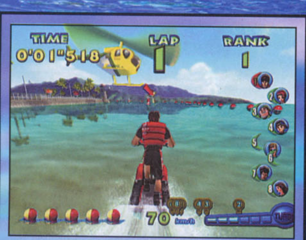


Races take place both in the day-time and at night. Ocean City Harbor rivals any modern metropolis for sheer glamour.



Weather can wreck havoc with the surrounding environment. Huge waves, for example, might cause crates to fall from a passing cargo ship.

RACE FOR HOME





Once the long-awaited GCN launch date of November 18th arrives, it's a sure bet that eager gamers everywhere will be clamoring for Wave Race: Blue Storm. Truly stunning in both control and graphics, it sets a new standard for racing games of all stripes. We've been so amazed by the modes and look of the game that we've hardly mentioned the incredible sound effects, which place every drip, splash and engine growl right in your living room. Grab a friend, get a GCN and prepare for hours of wet and wild fun when Wave Race: Blue Storm hits the scene.

Join Cobi and Tara in Enix's newest additions to the Dragon Warrior Monsters collection for GBC. Vast new lands full of wild monsters await you in Dragon Warrior Monsters 2: Cobi's Adventure and Dragon Warrior Monsters 2: Tara's Adventure.

Dragon Warrior Monsters 2
Tara's Adventure

Dragon Warrior Monsters 2
Cobi's Journey

EVERYONE E CONTENT RATED BY ESRB

A NEW GENERATION

A family's ship sets out across the great blue ocean by request of the king. It is brimming with supplies and is on a pilgrimage to start a Monster Ranch on a small isle known as GreatLog. Two young siblings, Cobi and Tara, scamper and play about the ship's deck, unaware that they are soon to be thrown into their own adventures and will have to rescue their new home on GreatLog. Play as one of the aspiring young Monster Masters, Cobi or Tara, in immense parallel adventures. Link up the two games to unlock new secrets, trade monsters or breed rare, new monsters.



BIG TROUBLE IN GREATLOG

GreatLog's Navel Plug has turned up missing, and the island is beginning slowly to sink into the ocean. Someone must find a new Navel Plug to save the Monster Ranch and the rest of the island from a watery demise. It's up to you, playing as Cobi or Tara, to save the day!

The World for a Plug

Warubou, the spirit of GreatLog, asks you to embark upon a journey to find a new Navel Plug before it's too late. The mischievous spirit acts as a temporary plug and gives you guidance as you travel to new worlds in your search for a suitable replacement.

KEYS TO ADVENTURE

Many mysterious new worlds await you outside of GreatLog. Each world has a doorway that you must unlock before you can explore the new realm. During your travels, you will discover magic keys that unlock the doors to new worlds.





Unlock the Mystery

Before you can use a magic key to unlock the door to a new world, the key must be appraised. Take magic keys to the Appraisal Shop in GreatLog to reveal their names. Use appraised magic keys in the Door Shrine to enter new worlds.

TOOLS OF THE TRADE

There are important items you can purchase, pick up on the field and find in dungeons. Equip yourself with the right tools and embark upon your quest to become the best Monster Master in all the lands and save GreatLog.



LogTwig

Twigs are small pieces of GreatLog itself. Place the tokens of home in the ground while you're on the field—the Door Shrine will instantly move to you.



Tiny Medals

Little golden medals are scattered throughout the land. Collect Tiny Medals, then trade them with the Medal Master in GreatLog for unique gifts, such as rare monster eggs.



Herbs

Magical leaves that contain healing abilities restore 30 to 40 hit points to a monster. Take leaves along on long trips away from GreatLog.

Staves

Staves are magic items that can be used in battle or while you're on the field. You'll find many types scattered through the land, like the Snow Staff and the Bolt Staff.



Meat

Meat—including beef jerky and sirloin—is a monster's favorite treat. Feed meat to wild monsters during battle to befriend them. Feed it to monsters in your party to reduce their wildness.

A MONSTROUS BATTLE

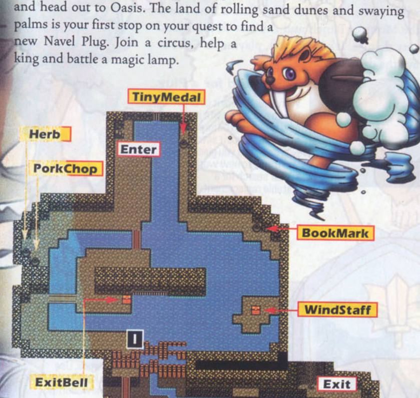


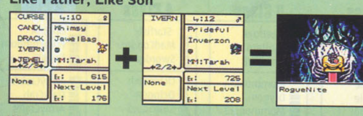
Test your skills in the Monster Arena in GreatLog after winning the Pirate's Key. Challenge the greatest Monster Masters to win new Magic Keys.

	C Class	B Class	A Class	S Class
Round 1	WindBeast Gismo Poisongon	TreeBoyA FooHero TreeBoyB	Starfish MadCondor Swordgon	GoopiA PomPomBom GoopiB
Round 2	DeviVine Gulapple Toadstool	MommonjaA Drygon MommonjaB	Octoreach Octogon KingSquid	ArmyCrabA DarkCrab ArmyCrabB
Round 3	HammermanA Stubsuck HammermanB	HerbMan DanceVegi MudDoll	MistyWing CopyCat NiteWhip	DrakSlime MetalKing MimeSlime

OASIS KEY

Once the Oasis Key is yours, round up your favorite team of monsters and head out to Oasis. The land of rolling sand dunes and swaying palms is your first stop on your quest to find a new Navel Plug. Join a circus, help a king and battle a magic lamp.





Mirage Lake

You must bring to justice the thieving pirates who stole the Tidal Bell and kicked Beavern out of his home. After trading some food for the WaterCall with a prisoner in Asiya, head to Mirage Lake and use the item to unmask their hideout.



Circus Star

Help out a traveling circus that has lost some of its performers in a pirate ambush by acting as a replacement. Win your way into the King of Oasis's heart by joining the circus show and wowing him with your Monster Master flair.



Asiya's Thirst

The King of Oasis is a kind ruler, but he's oblivious to the needs of his subjects. He promises you the Tidal Bell, which might serve as a new Navel Plug, as your reward. Listen carefully to the concerns of Asiya's people and report back to the king.



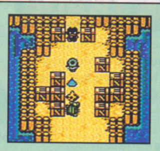
Canal Inspection

There's a mysterious water shortage in Asiya. Find out what's amok by following the king to Kalka and traveling down to the monster-infested canal. Bring plenty of Herbs to keep your monsters in tip-top shape.



Busy Beavern

Meddling pirates have thrown Beavern out of his home at Mirage Lake. His new log home in the canal is blocking the water. Convince Beavern to pack his bags and head home by winning a Monster Battle against him.



Obtain CurseLamp

A troublesome figure greets you when you enter the Pirate's Hideout and challenges you to a Monster Battle. If you defeat his monster, CurseLamp, it will decide to join you instead. With your reward, the Tidal Bell, in hand, return to GreatLog.

MONSTER CREATION

What do you get if you cross a Slime and a DragonKid? Find out by breeding monsters at Starry Shrine. Create a stronger version of a monster you already have or start a rare new breed. With over 300 monsters, the possibilities are endless.

Like Father, Like Son

+ =

When two monsters produce an egg, they fade away and a new creature is born. The second-generation monster starts at level one but inherits abilities from each parent. Breed monsters to combine the skills you like best in one creature.



Professor of Starry Shrine

The Professor breeds and hatches eggs for you. If you tell him which two monsters you wish to breed or which eggs you'd like to hatch, he'll work his magic. You can breed two monsters as long as both the male and female monsters are level 10 or higher.



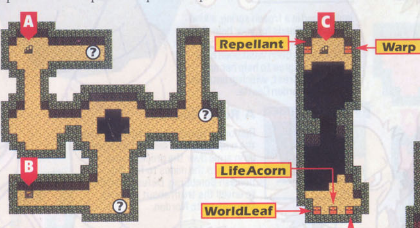
Egg Evaluator

The Egg Evaluator has a special knack for identifying the gender of an unborn monster and can sing a song to change the gender of a monster while it's still in the egg. If you are trying for a monster of a particular gender, seek out her services.

PIRATE KEY

? Random Items

The Tidal Bell doesn't fit GreatLog's Navel, but don't despair—you have the ability to travel on water. Become champion of the Kid's Arena Division to earn the Pirate's Key, then journey off to a land of tropical islands, open seas and a phantom pirate ship.

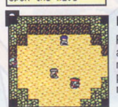






Squiz the Dancing Squid

Battle Squiz the HoodSquid in a cave that's northwest of the Door Shrine, then recruit the light-footed monster into your party. When speaking to the old man in Port Ritz, make sure Squiz or another water monster is in your party.

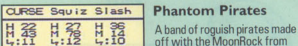


Mermaid Cove

Who would guess that mermaids love to dance? With the HoodSquid in your party, dance by the shore in Polona to please the mermaids and gain entry into their city. Speak to the Mermaid Queen to learn of the MoonRock and a phantom pirate ship.

Kameha's Antics

Prince Kameha is up to his usual troubling follies again. Along with two mysterious sidekicks, he races past you in the Volcanic Cave in search of the powerful HarMirror. Could this relic, stolen from the mermaids long ago, save GreatLog?

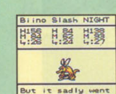


Phantom Pirates

A band of roguish pirates made off with the MoonRock from the lighthouse ages ago then perished at sea. Find the phantom pirate ship, then battle CaptDead and his BoneSlaves to retrieve the MoonRock and return balance to the tides.

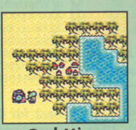
WORLD OF OPTIONS

During your journeys as a Monster Master, you may encounter magic keys that lead to secondary worlds. While you don't have to explore the worlds, they contain rare creatures you can't find anywhere else. Ambitious Monster Masters should explore the mysterious worlds.



Hopeful Friends

Once you've defeated the boss of a primary world, you can befriend monsters and take them along for the ride. If you have not yet defeated the boss that is tied to a secondary world, its monsters will want to join you but will be unable to do so.


Red Mine


Quiet Swamp

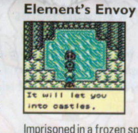

Yellow Desert


Blue Tree

ICE KEY

When you return home, you'll find that GreatLog has sunk even farther into the sea and that the HarMirror doesn't quite fit GreatLog's Navel. Aid a merchant in GreatLog to receive the Ice Key, then take off to a land of snow-peaked mountains and a kingdom in trouble to continue your search.

Element's Envoy



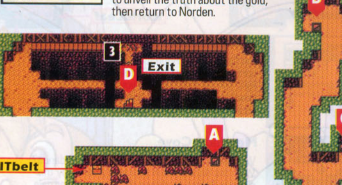


Imprisoned in a frozen spring, a kind Elemental pleads for your help. Once the protector of the now ice-covered land, she has been weakened by a dark force. Agree to help her and receive the Crest, which grants you access to Norden Castle.

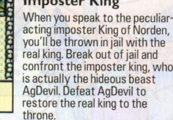
A Royal Dispute



Rumors of gold in the royal mines have the empires of Norden and Westania up in arms over the precious site. Travel into the mines to find the fiendish BombCrag. Defeat BombCrag to unveil the truth about the gold, then return to Norden.

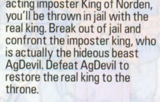
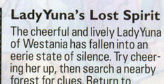


Imposter King



When you speak to the peculiar-acting imposter King of Norden, you'll be thrown in jail with the real king. Break out of jail and confront the imposter king, who is actually the hideous beast AgDevil. Defeat AgDevil to restore the real king to the throne.

LadyYuna's Lost Spirit

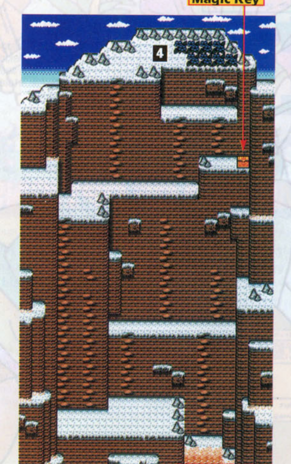



The cheerful and lively LadyYuna of Westania has fallen into an eerie state of silence. Try cheering her up, then search a nearby forest for clues. Return to Westania with YunaSoul and defeat Puppetor to free LadyYuna from its clutches.

Rest for Queen Helen



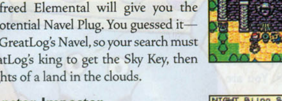

Dreadful nightmares plague the oracular Queen Helen of Estria. Find the SleepHerb high atop the snowy peaks of a mountain, then return to Estria and give it to Queen Helen. Release her from her nightmares by defeating GoatHorn.



SKY KEY

In her gratitude, the freed Elemental will give you the SkyShield, yet another potential Navel Plug. You guessed it—the SkyShield doesn't fit GreatLog's Navel, so your search must continue! Speak to GreatLog's king to get the Sky Key, then head off to the lofty heights of a land in the clouds.

Gentle Monsters



The town of Fhunt is your first stop. Speak to the spirit of the Great Sage by his grave about the LightOrb. Enter the tower in north Fhunt with a team of monsters who have zero Wildness and search for the LightOrb.

Monster-Imposter



The LightOrb was last seen being carried out of the tower by a giant bird. Return to the Sage and agree to return the LightOrb, then search behind his gravestone. You'll find the ChangeStaff, which allows you to turn into a monster and access certain areas.

MadCondor





A giant bird with an odd affinity for shiny things has flown off with the LightOrb. With a Material Monster in your party to attract the bird, travel to the mountain west of Pei. Battle and defeat MadCondor in its nest.

Tiny Southern Cave



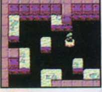
You'll find that the LightOrb was stolen from MadCondor's nest. Travel to the treasure hunter capital, Castle Hitano, where the king is trading the LightOrb for three Heavenly Treasures. A small cave south of Hitano is your first destination.

Heaven Helm

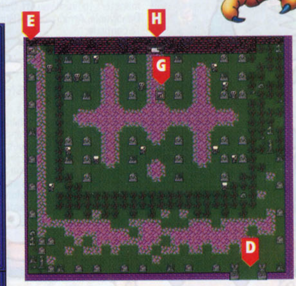


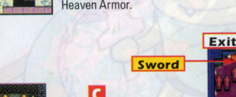
A Metabble is guarding the Heaven Helm and wants to battle before giving up his treasure. The tough little monster puts up a fierce fight, but defeating him wins you the Heaven Helm.

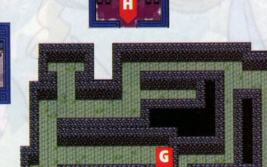
Tower in the Clouds

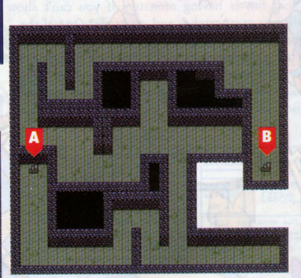



With the Heaven Helm in your possession, hop on your cloud and head southwest to the Wind Tower. Once in the tower, watch your step! Fly across crevasses using the cloud. Climb to the top of the tower and obtain the Heaven Armor.









Haunted Castle



With two Heavenly Treasures in your possession, your next stop is the haunted castle far east of Castle Hitano. Many traps and tricks await you there. Defeat a powerful undead knight, Niterich, and his elemental fiend, Diago, to get the final Heavenly Treasure, the Heaven Sword.



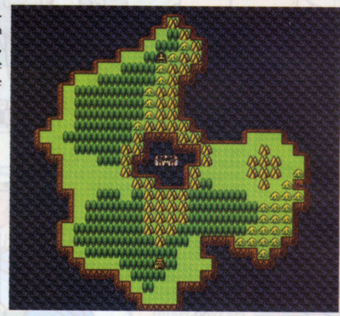
Mudou the Mighty



The three Heavenly Treasures are finally yours. Trade them for the LightOrb. Head back to Castle Hitano to cash in, but don't expect a warm greeting. Mudou won't give up the LightOrb without a fight.

LIMBO KEY

GreatLog is in dire trouble and still in need of a suitable Navel Plug. The evil Lord Darck has promised you a Navel Plug if you bring him more treasures. With the three treasures from other worlds in hand, make your final journey to the Land of Limbo. Prepare yourself before you leave, for the dark world between worlds is treacherous. You are GreatLog's only hope!





Lord Darck's Minion

In the hope of claiming a Navel Plug peacefully give up the TidalBell, HarMirror and SkyShield. Lord Darck's evil minion has other plans and will send three powerful monsters to finish you off. Defeat DeadNoble, Armorpion and Grakos to continue.



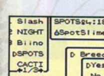
Battle the Darck Side

With your three strongest monsters backing you, valiantly march on to battle Lord Darck. Use your monsters strongest physical and magic attacks, and be sure to include a monster that can heal the party. Show him the ultimate power of a real Monster Master and save all of GreatLog.

SHARE AND SHARE ALIKE

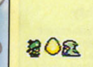
What fun is having monsters if you can't show off your great catches and creations? One of the great link options allows you to breed monsters with a friend. You won't have to struggle to catch that rare monster your friend already has. Breed it with one of yours and get its cool moves!





Monster Love

Link up with a friend and introduce your monsters. You can create twin monster eggs when your monster and a friend's monster like one another. If they don't show interest, try changing the personality of one of the monsters.



Strength in Friends

When you breed your monsters with a friend's, you breed for success. Both Monster Masters will get a stronger monster that has great attributes from both parents. Imagine the unbeatable combinations you and a friend can create.

BUT WAIT, THERE'S MORE

With 300 monsters for you to master, virtually boundless breeding possibilities and lots of mysterious secondary worlds, the replay value of Dragon Warrior Monsters 2: Cobi's Adventure and Dragon Warrior Monsters 2: Tara's Adventure is mind-boggling. Return to dungeons over and over, too, since their layout won't change. Who knows what secrets or new monsters you'll find? Whether you prefer spunky Cobi or clever Tara, both games are a must have for any true Dragon Warrior fan.

Golden Sun

Classic role-playing action comes alive on the Game Boy Advance with Golden Sun, a mythical new game from Nintendo and Camelot Software. Hold on tight as NP gives you an exclusive look at the newest phenomenon to hit the RPG world.



What's the Camelot recipe for RPG success? Start with an epic story line, add an incredibly deep combat system and a plethora of mind-bending puzzles, then display it all with graphics that can only be described as stunning—the end result is Golden Sun. Note that the English translation was not complete as of press time, so some names and places may change in the final version.



The Golden Sun Also Rises

The saga of Golden Sun unfolds on the continents of Angara and Gondowan, in a world where a version of alchemy is the most respected of all the sciences. The tale opens with a bang as the peaceful hamlet of Vale is threatened by a massive rock slide. The residents of Vale are gifted individuals who have mastered the use of Psynergy—which allows them to move items and attack enemies with the power of their minds. As the rock slide comes crashing down, our heroes, Isaac and Garet, are caught in the thick of the action. While rushing to save the village, their friend Jenna tells them that her brother, Felix, is in danger. Though they struggle valiantly, they are unable to reach Felix in time and he is swept downriver to his doom. The story picks up three years later, with Isaac and Garet growing increasingly confident in their Psynergy abilities. But all is not well—there is a powerful evil growing in the world. Led by the villains Saturos and Menardi, the forces of darkness hope to collect the four Elemental Stones and use them to wreck unspeakable havoc on the people of Angara. Charged with saving their homeland, Isaac and Garet must leave the safety of Vale, collect the four Elemental Stones and save the world from the terror of Saturos and Menardi.



Isaac is the leader of the group, a responsibility that he accepts somewhat reluctantly. His forte is the Earth element.



Garet is Isaac's childhood friend. Dashing and reckless, Garet is strong in Fire and armed combat.



Ivan is a potent Wind Mage from a town outside of Vale. Users of Psynergy are also known as Adepts.



Mia comes from a town called Imil. Her healing Psynergy is invaluable, as is her mastery of the Water element.





Though having their hometown crushed by boulders was tragic, the real trouble begins when Isaac, Garet and Jenna travel to Sol Sanctum. The sacred temple is the resting place of the four Elemental Stones, but Saturos and Menardi have discovered its location and are closing in fast.



The people of Vale keep their town hidden from outsiders, lest visitors become frightened by their Psynergy. Though the denizens of Vale think they are the only ones with Psynergy, you'll meet friends and enemies along the journey who also possess the power.



Each character specializes in an elemental force—Earth, Wind, Fire or Water—but all characters can use any available elemental attack.



Not only is Ivan a powerful ally in battle, he can read minds as well. The talent is extremely handy when he meets new people.

Empire of the Sun

The world of Golden Sun is vast and littered with dozens of cities, caves, dungeons and castles to explore. While you are in the countryside, you'll move your character on an overworld map. Once you enter a town or other area, the perspective switches to a top-down shot—similar to the setup in Chrono Trigger. Battles occur randomly (which means you can't see or avoid oncoming enemies) and though the camera is initially behind your party, it will spin around and zoom in and out depending on the attacks you use. Items, Psynergy and Djinn (creatures that link to your party members) are all accessed through an elaborate menu system. Though the menus are somewhat sophisticated, they all contain a built-in help feature—so you can learn the ropes or refresh your memory as necessary.



The world of Golden Sun resembles what earth would look like if the continents were squashed together—but that's where the similarities end. You begin the adventure with a map at your disposal, so you'll never need to worry about getting lost. You can access the map at any time by pressing Select.

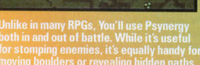


The menu options can sometimes feel a bit overwhelming. Camelot has wisely included a hot-key feature so you can set your most commonly used Psynergy to the L and R Buttons.



Many members of the Camelot team worked on the Shining Force games, and the experience shows. Helpful details, such as merchants who automatically offer to buy back surplus weapons and armor, are everywhere.





Unlike in many RPGs, You'll use Psynergy both in and out of battle. While it's useful for stomping enemies, it's equally handy for moving boulders or revealing hidden paths.



The branching story line is nonlinear, so you'll have to play through the game more than once to experience everything.

Earth

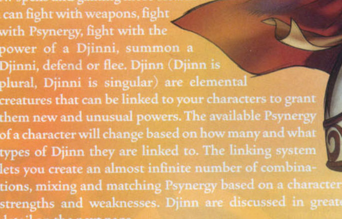


Psynergy, Sword and Shield

The bright, shining star of Golden Sun is the combat system. All battles take place in a turn-based format, which means you have as much time as you want to make decisions. As in most RPGs, characters gain Experience Points as they fight—and once they've gained enough they'll move up a level, learning new spells and gaining more Health and Psy Points. You have six options in battle: You can fight with weapons, fight with Psynergy, fight with the power of a Djinni, summon a Djinni, defend or flee. Djinn (Djinn is plural, Djinni is singular) are elemental creatures that can be linked to your characters to grant them new and unusual powers. The available Psynergy of a character will change based on how many and what types of Djinn they are linked to. The linking system lets you create an almost infinite number of combinations, mixing and matching Psynergy based on a character's strengths and weaknesses. Djinn are discussed in greater detail on the next page.



If it's weapon-based fighting you want, Golden Sun won't disappoint. There are hundreds of different weapons, types of armor and pieces of equipment to find. And unlike many RPGs that make you wait until the end of the game to get exotic weaponry, Golden Sun gives you special items right off the bat—and they grow more and more powerful as you move through the game.





If you'd rather fight using Psynergy, the game has you covered there, too. All the characters have different Psynergy available, and what they can use changes based on which Djinn are linked to them at the time. All Psynergy has animation. Animations range from bolts of plasma to gusts of wind to gigantic, flaming swords that come crashing out of the sky.

Fire





You'll face a huge variety of monsters on your quest. Some are little more than annoyances, but the boss battles will impress even the most hardened warrior.



Successful combat requires careful forethought. You can set and/or summon Djinn prior to battle, so you'll need a plan of attack before entering combat.



Not all Psynergy is an offensive juggernaut. It can also be used to heal party members or tinker with the stats of both your party and its foe.

The Fury of the Djinn

Djinn are elemental creatures released from the Sol Sanctum. They are scattered across the landscape, and the more you find, the stronger your party will become. Some Djinn will accompany you without hesitation, but You must defeat others in battle before they will assist you. While many Djinn are waiting in the open, you'll need to track down others by solving puzzles or locating hidden areas. There are four types of Djinn: Venus (Earth), Mercury (Water), Mars (Fire) and Jupiter (Wind). Once a Djinni is joined to a character, it must be set—being set means that the Djinni is ready to use a certain Psynergy. When you've used a set Djinni, you can have it summon a monster into battle. If you have more than one Djinni of a certain type, you can use them together to summon more powerful types of creatures. If you have four or more Djinn, the summoned monsters are unbelievably powerful and the battle animations nothing short of spectacular.



Your Psynergy will change depending on whether or not a Djinni is set. Though it's tempting to keep Djinn ready to summon at all times, you'll lose much of your Psynergy if you do.



Wind is the element of choice for Jupiter Djinn. Their formidable Psynergy can lift an enemy straight off the battlefield.



The pure offensive might of Mars Djinn is unmatched. Link them together for an explosive fireworks show.



The rock slides and quakes of Venus Djinn will give an earth-bound enemy fits.

Mercury Djinn can join together to summon huge sea turtles and ice-spewing robots. Set them to gain healing Psynergy.



Sundown

RPG fanatics can take heart—Nintendo and Camelot have heard your cries and brought forth a game of epic proportions. A trek through the world of Golden Sun conjures up fond memories of Chrono Trigger, Dragon Warrior and the Secret of Mana, but it has enough originality and surprises for a dozen adventures. Add a multiplayer Arena Mode—where you can duel to the bitter end with a fellow Adept—for the must-have role-playing game of 2001. Keep your ear to the ground! We'll have full coverage of Golden Sun, including screen shots, walk-throughs, puzzle solutions and Djinn locations, in upcoming issues of Nintendo Power and NP Advance—if we can manage to put the game down, that is.



Frodo HP 208 Garet HP 251 Ivan HP 118 Mia HP 191

Ivan is defending!

Frodo summons Nereid!

Lady Sia

EVERYONE E CONTENT RATED BY ESRB

Battle your way through a magical kingdom as a sword-wielding woman of action in Lady Sia from TDK Mediactive. Sia carries a sword instead of a scepter—the lady is a champ!

Battler Royal

Terrible things are happening in the Human Kingdom of Athorre, a land near Lady Sia's domain. The evil sorcerer, Onimen, and his band of beastly T'soas have taken numerous humans hostage and laid waste to their lands. Lady Sia is the princess of the magical Kingdom of Myriad. She gathers together the leaders of the nearby magical kingdoms to discuss what to do about the potential threat of Onimen and his T'soas, but no one wants to act. Lady Sia ventures out alone to take care of the situation herself.

Timing: 22:44
25 25
25 25
Level Rating: PERFECT!

The Kingdom of Athorre

Enraged by the other leaders' reluctance to do anything about Onimen and his minions, Sia storms outside the safe confines of her castle, only to be knocked out by two T'soas. She awakens in a jailhouse without her Jade Sword or Family Ring. A cloaked figure helps her escape the jail and shows her how to get around the Human Kingdom. Players must guide the powerful princess through several areas of Athorre to find Sia's Jade Sword and ring, taking care also to locate the blue gems that power her Family Ring, the hearts that give her health, the enslaved humans and the green jewels that are scattered around Athorre.

Athorre, The Human Kingdom

The Castle

The Castle is a strange, airy ruin with many dangerous jumps and leaps of faith. Be sure to pick up enough of the blue gems and hearts to keep you powered up and healthy. You don't have to save all the humans or collect all the green jewels to continue.





Sneak by the Guard



The large, sleeping, bearlike guards are very powerful and fast. You can sneak by them by holding down the L Button when walking past them. If you don't sneak by, they will wake up and attack you.

Pull the Lever and Collect the Jewel



Push Up on the Control Pad to pull the lever. Afterward, drop down then walk left under the platform to pick up a green jewel. Remember how to work the levers—it comes in handy later.

Fighting Guards

3

You're armed with a temporary sword at the start. Use the B Button to slash enemies.

Collect Blue Gems



Pick up the gems to power your Family Ring. You can use the power before you have the ring.

Collect Hearts



Hearts refill your life meter, which is also heart-shaped. Collect them when needed.

Free the Boy



Slash at the ropes that bind the boy by pressing B. Don't worry, you won't hurt him.

Use the Hook



Go right then down from the boy, then wait for the hook to take you to the ladder.

Free the Girl

8

Climb the long ladder to reach the girl. Free her, then ride the hook back up to continue.

Down Under



Push Down and Left on the Control Pad to crawl under the hole in the wall.

Save Points



The strange, swirly cloud is a Save Point. Once you pass it, it will look like Sia.

Freedom



Just past and above the Save Point is another enslaved human for you to save.

Shoot the Door



Use your magical ring's power by holding down the B Button to create a bridge.

Emancipation



Ride the floating platform, then walk to the right to free another enslaved girl.

Barrel Blast



Stand back from the barrel, then use the ring's power to blow it up safely.

The Last Hostage



The last hostage is just to the left and up from the barrel. Free her.

Bird Rescue

16

When you reach the bird, an automatic bird-rescue sequence will start.

The Village

You'll spend most of your time in the Village in a series of caves beneath the town. You'll do a bit of backtracking, too, but not much. The bear guards are back, and there are many in the level. Sneak past them when you can.

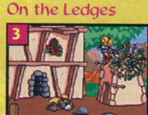


Sneak Past



The bearlike guards have very strong rolling attacks, so it's best to sneak past them.

Over the Water



Before you climb up, head all the way to the right, just past the water, to free the boy.

On the Ledges

Climb up the windmill to the ledges, taking care to pick up all of the items.

Hop to the Boat and Ride Across



From the rightmost ledge, jump over to the boat. Try to land in the center of the boat—you may fall otherwise. Push Up on the Control Pad to ride the boat across the rocks.

Free the Girl and Avoid Barrels



Sneak past the bear guards, jump past the well and walk over to the house. Free the girl, but be careful to avoid the barrels the lizardman throws in your path.

Jump Down a Well



Sneak back to the well, then push Down on the Control Pad to enter it.

Go to the Left

Wait until the bucket drops near an opening on the left, then jump out of the bucket.

Falling Stalactite

As you're sneaking past the bears, be careful—the stalactites will do a lot of damage.

Cave Save



Jump up to the small ledges to the left to reach a girl. Watch for the stalactite!

Secret Treasure

Go up the second set of small ledges then walk through the wall to reach the treasure.

Pull the Lever Then Use the Platform

When you return from the room with the secret treasure, pull the lever by pressing Up on the Control Pad to make the gray platform move. Ride it to the top, then go back into the well.

Crawl Under

Ride the bucket to the bottom, go right, then crawl under the crystal formation.

Moving Float



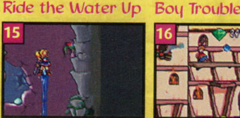
Go past the bear, then push Down on the Control Pad to look for the float. Jump on it.

Find the Boy



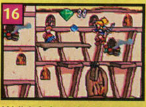
Jump up the rock ledges, then head left to the hostage. Be careful near the stalactite.

Ride the Water Up



Jump to the center of the waterspout to ride it up and out of the underground area.

Boy Trouble



Walk left from the waterspout. Sneak past the bears, then jump up to the boy.

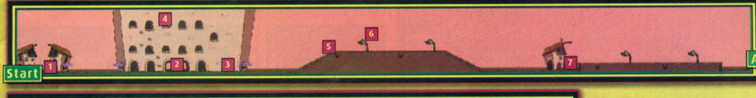
The Jade Sword



Head right to reclaim your sword. Practice using it on the shielded guards.

The City

Lady Sia hates human cities, but she must search the City for her Family Ring, which gives her great power. The City is very straightforward, with most of Sia's adventures following a left-to-right pattern. You will also have to climb up a few times.





Destroy Barrel of Hedgehogs



Use the Jade Sword to slice through the barrel of annoying hedgehogs to stop the steady flow of rodents. Don't approach the hedgehogs too quickly—they're prickly.

Rat Attack



Time your blows carefully, or the rat creatures will run into you and hurt you a little.

Tough Guys



Beware—bears will drop from above. Take out the shielded bear, then rescue the knight.

Liberate the Knight



Jump up the ledges of the pink building, picking up items as you go, then free the knight.

Bee Very Afraid

The bee is very fast. Carefully approach it, then swat it with the Jade Sword.

Hidden Diamonds





Jump atop the lampposts to reach hidden green jewels.

Drop an Anvil



Pull the lever to drop an anvil on the head of the well-armored fox.

Avoid the Fish to Leap to Safety



The fish will knock you into the water, and our Lady can't swim, so do your best to avoid them. Carefully jump from barrel to crate to barrel. Just past the water is a Save Point.

Pumpkin Bear Attack



Pace your sword attacks so you can run away when the pumpkin appears. Take out the bear on the right.

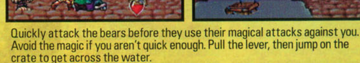
Get the Key and Jewels





Jump up the ledges to a key and a few other items. Leap to the left and walk on air to reach the green jewels.

Battle the Bears then Unlock the Lever



Quickly attack the bears before they use their magical attacks against you. Avoid the magic if you aren't quick enough. Pull the lever, then jump on the crate to get across the water.

Free Two Hostages

Get past another bear pumpkin trap to reach the knight. Take out a couple of rats to reach the girl.

The Family Ring

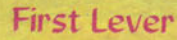




Pluck the Family Ring from its perch. With it, the power of your energy balls is much stronger.

The T'soa Airport

Quite soon after you land at the T'soa Airport, you'll realize that it is much more dangerous than the other areas you've visited. You must be careful in the airport—there are many places to fall and plenty of obstacles to avoid.





First Lever

1 Carefully move right then down to reach the first lever. Pull it to stop the windmill.

Second Lever

2 Run past the windmill, then jump up to the second lever and pull it to stop another windmill.




Third Lever

3 Jump up and to the right of the second lever to locate the third lever you need to pull.



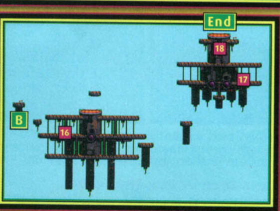


Secret Heart

4 Continue to the right, but don't cross the bridge. Ride the wooden platform down to the heart.

Take Flight

5 Jump right from the heart to free a prisoner, then ride the bird through the air to the other side.





Bombs and Birds

6 Fly carefully, avoiding both the enemy birds and the bombs the small aircraft tries to drop on your head.

Flip the Switch

7 After landing the bird on the perch, go right then down to reach another lever. Pull it, then start climbing up.



Reach the Top

8 Make your way up and slightly left to the top of the blimp, near the windsock. Fight the birds with the sword.





Down the Blimp

9 Charge your Family Ring's magic by holding down B, then send it flying at the blimp.

Switch Two Levers

10 Locate and pull both levers marked 10 on the map to turn off the laser so you can go on.

Liberation

11 Jump right from the top lever to reach the boy in distress. Free him.

Save the Girl

12 Run across the bridge, avoiding the bombs the kite rats throw at you, to save the girl.

Windmill Lever

13 Head down and right from the girl to pull the lever, then make your way left.



Drop to the Girl

14 Fall through the gap to reach the girl, then ride the balloons back to higher ground.

Birdy Blitz

15 Take another flight to the right, once again avoiding bombs and birds.

Green Beams

16 Run between the beams when they pause, or skip the lower area altogether.



Blimp Attack

17 Flip the top switch to ride up to the last area. Slash the blimp to stop its bombing.



Ride Up

18 Flip the switch past the blimp, then ride the balloon to the top and hop on the bird.

The Pelican

Fly over to the mice that come out on deck and use the B Button to knock them off the ship. After you've dropped a few mice, the Pelican will come out on deck. Fly over to him and press B to make him surrender. If your health gets low, there is a gold heart below the right side of the ship.



The Peripheral Realms



After you defeat the Pelican, three new areas will open for you to enter in any order. We've chosen to tackle them as they're ordered on the map, but you don't have to. We'll show you how to get through the Water Kingdom and the Fire Realm, but you'll have to check out the Air Kingdom yourself.

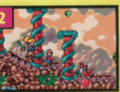
The Water Kingdom

Lady Sia cannot swim, which makes the Water Kingdom quite a challenge. Be very careful when jumping across the water. If you can't defeat Poseidon with the lives you have left at the end of the Water Kingdom, you'll have to do the area over again.



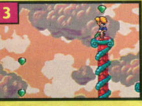
Jump Gaps

1 The gaps are very wide, but Sia can make them. Jump at the last second to clear the gaps.



Column Crisis

2 A boy sits between two columns, just waiting for you to save him with your trusty sword.



More Jewels

3 If you jump up to the highest column, you will see several more green jewels to take.

Rocks Will Appear

4 Rocks will pop out of the water when you get close to the edge. Wait for them.



Crabby Fire

5 The crabs spit a bit of powerful magic at you. Try to time your jumps to avoid their fire.

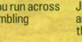


Activate the Waterspouts

6 At the top of the second tall column is a switch shaped like a star. Pull it to trigger the waterspouts, which will help you get across to the ship.

Ship Shape?

7 Don't pause as you run across the ship—it's crumbling to dust!

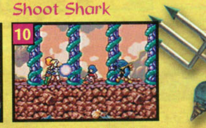


Hostage Ho!

8 Just past the ruined ship is another hostage. Free him, then continue on.

Column Sense

9 Whack the bottom of the column with your sword to create a makeshift bridge.



Shoot Shark

10 Shoot the shark from a distance so he doesn't harm you, then save the girl.

Poseidon

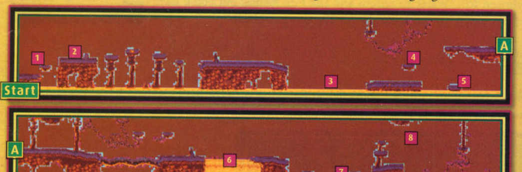
If you can hit Posidon's belt three times with your magic, he will join your side. Jump the waves, avoid his triton and charge your magic the second he raises his arms to defeat him.





The Fire Realm

The Fire Realm is a bit tougher than the Water Kingdom. The spiny vines are tricky, the lizardmen are fast and strong and there is lava everywhere you look. As always, look before you leap or Sia might get burned.





Lava Fountain




Jump to the platform as the lava spits up so you will cross the platform in between its spurts.

Swipe the Vines then Run



Slice the roots with quick cuts from your sword, then run across the area before the rocks fall on your head and hurt you.

Sinking Rocks



Jump quickly from stone to stone—they're floating, but they'll start to sink.

Jump over Rock

If you ride the rock, it will crush you against the spiny vines. Jump over it instead.

Jump on the Floating Rock

Wait at the lava river until you see a rock floating toward you. Jump on the rock and ride it across the lava to a lizardman and the unlucky girl he's guarding.

Hard Rocks



Watch out for the crumbling platforms, which look like heaps of several rocks.

Platform Rescue




Jump across the platforms to yet another victim of the T'soas. Save her.

Swipe the Stalactite and Ride Across

Jump to the top of the rock formation, then smack the stalactite with your sword to make a rock raft. Ride the raft across the lava to the other side and watch out for lava spouts.

Slide of Life

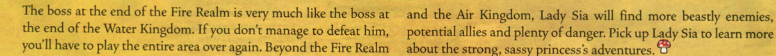


Run across the gap so that you slide down. If you jump, the vines will destroy you.

Save the Soldier



A knight is on the platform near the end of the level. Save him.



Sia Later

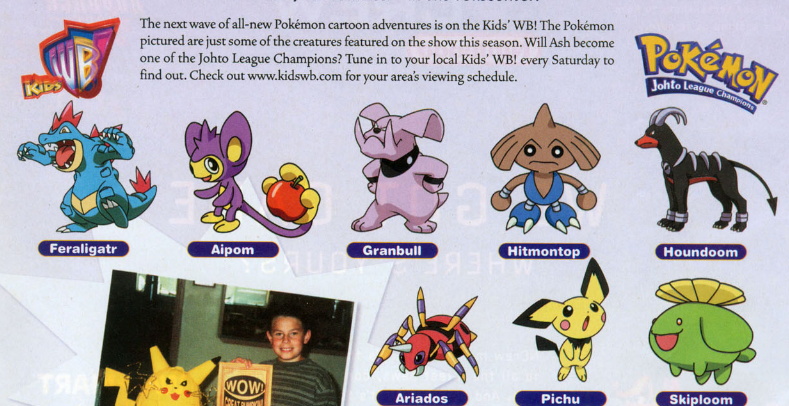
The boss at the end of the Fire Realm is very much like the boss at the end of the Water Kingdom. If you don't manage to defeat him, you'll have to play the entire area over again. Beyond the Fire Realm and the Air Kingdom, Lady Sia will find more beastly enemies, potential allies and plenty of danger. Pick up Lady Sia to learn more about the strong, sassy princess's adventures.



Toon In

This month we've got a couple of quick hits of Pokémon news and info, including a Pikapumpkin just in time for Halloween. We're always excited to hear from Pokéfans who create cool, customized Pokémon stuff. Send your pics to the Pokécenter at Nintendo Power, P.O. Box 97082, Redmond, WA 98073. Who knows? Maybe your work will appear in the Pokécenter!

The next wave of all-new Pokémon cartoon adventures is on the Kids' WB! The Pokémon pictured are just some of the creatures featured on the show this season. Will Ash become one of the Johto League Champions? Tune in to your local Kids' WB! every Saturday to find out. Check out www.kidswb.com for your area's viewing schedule.



Chris Gintz won first place in his school's Halloween contest with his Pikachu pumpkin. Now that we think about it, you could probably fashion lots of different Pokémon out of pumpkins and paint.

Pokéchat

Pokémon

Hey you, Pokéfan! Does Pokémon Yellow have you feeling blue? Is Pokémon Gold or Silver making you see red? Snap out of it and send us your puzzlers. We're up to the challenge!

Q: Can I battle Red more than once in Gold, Silver and Crystal?

A: You sure can! To make Red appear again, simply challenge and beat the Elite Four and Lance, then head back to Silver Cave to take on Red.

Q: Where is Tyranitar hiding? I can't find one anywhere!

A: You can't catch Tyranitar in Gold, Silver or Crystal—you have to catch one of its lower evolutions, then raise it into a Tyranitar. In Gold and Silver, catch a Larvitar in the Silver Cave, then raise it into Pupitar and, finally, into Tyranitar when it hits Level 55. In Crystal, check the Silver Cave for Larvitar and Pupitar. There aren't many Larvitar and Pupitar hanging around the Silver Cave no matter which version you're playing, so you'll have to be patient.



Q: Where is HM 05, Flash, in Gold, Silver and Crystal?

A: Head over to Sprout Tower, which is conveniently located in Violet City. Battle your way past the Bellsprout-loving sages inside the tower, then take on the Elder. If you defeat him, he will present you with HM 05, Flash.

Q: Is there a TM for Mean Look?

A: No, there isn't. Grimer learns the move as an Egg Move (its father has to know it to pass it on) and Zubat, Golbat, Crobat, Gastly, Haunter, Gengar, Smoochum, Jynx, Umbreon, Murkrow and Misdreavus all learn the move by leveling up.

Q: Where are Mareep, Flaaffy and Ampharos in Crystal?

A: Mareep, Flaaffy and Ampharos aren't in Crystal at all. If you've cottoned to the creatures and want to harness the electric herd's power in Crystal, you'll have to trade them over from Gold or Silver.

Q: I went to the Battle Tower in Crystal, but I could battle teams up to only Level 40! I thought the Battle Tower went up to Level 100! What's going on here?

A: After you defeat the Elite Four, Level-50 through Level-100 rooms will open. Until then, you'll have to make do with the four rooms that are open.

Q: When does the Move Tutor appear in Crystal?

A: He appears outside the Goldenrod Game Corner after you defeat the Elite Four. In our Player's Guides and in previous issues of Nintendo Power, we've given you conflicting info. We've said after the Elite Four and also after you defeat Red, which must have been confusing for you. Sorry about that!

Q: Where is Wobbuffet in Gold, Silver and Crystal?

A: No matter which version you're playing, you'll find Wobbuffet in the Dark Cave. Try entering the cave from Blackthorn City. You shouldn't have to go in very far—stick around the entrance until a Wobbuffet attacks you.



Q: Why do Pokémon players in Japan get to catch Mew and Celebi in their games, but we don't have the same opportunity? That's so unfair!

A: Mew has never been "catchable" in any country's version of Pokémon. Rumor has it that players of the Japanese versions of Pokémon Red, Blue and Yellow received Mew after they caught the other 150 Pokémon, but that's simply not true. And players in Japan who have only a Game Boy Color and the Pokémon Crystal Game Pak can't catch Celebi, either. They need to own the Mobile Adapter GB, and they have to wait for special events to catch Celebi. So, it's not quite as unfair as it might seem at first. By making those Pokémon rare, Creatures, GAME FREAK and Nintendo have also made them very special. And if they weren't so rare, you probably wouldn't want them so badly, anyway!



Pokémon University

Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon questions.

ELM

Which of my own Pokémon can I use in Pokémon Stadium 2's minigames?

You can use quite a few, actually. Any Pokémon starring in a minigame will be pulled off your Pokémon game first—that means Golbat for Gutsy Golbat, Hitmontop for Topsy-Turvy, Scyther or Pinsir for Clear-Cut Challenge, Furret for Furret's Frolic, Mr. Mime for Barrier Ball, Pichu for Pichu's Power Plant, Donphan for Rampage Rollout, Igglybuff or Cleffa for Streaming Stampede, Togepi for Tumbling Togepi, Delibird for Delibird's Delivery, Chansey for Egg Emergency and Eevee for Eager Eevee. The Pokémon in your party are looked at first, then each box is searched from lowest to highest to find eligible Pokémon. So if you have both Cleffa and Igglybuff, and Cleffa is in Box 1 and Igglybuff is in Box 10, you'll play Streaming Stampede with Cleffa. If you want to use Igglybuff, move it to your party or switch it with Cleffa. You can also play some minigames with Pokémon that are not starring in the minigame, but only if the star or stars of the minigame are not present on the Game Pak you're using. You can use Scizor in Clear-Cut Challenge, Girafarig in Furret's Frolic, Pikachu from Pokémon Yellow (if it's never been traded and still on the Yellow Game Pak) in Pichu's Power Plant and Omanyte in Tumbling Togepi.

OAK

How do I pass the Skill Test in the Gym Leader Class of Earl's Pokémon Academy?

In this part of Pokémon Stadium 2, you need to take down the opposing teams with the right Pokémon for the job. Sure, you could beat up other teams with many combinations of Pokémon, but you have to pick the right teams to earn your medal.

Battle 1: Choose Pokémon that know two attacks that create status abnormalities, like Attract and Confuse Ray. Double up on the moves to keep your opponents from attacking. Select Lanturn, Gastly and Raichu to take down the other team.

Battle 2: Your three Pokémon should use items that complement their attacks. Primeape, Poliwhirl and Politoed fit the bill.

Battle 3: Select three creatures that have attack types that match their Pokémon types, because the power of those moves is multiplied by 1.5. It is known as Same Type Attack Bonus. Mareep, Wooper and Spinarak all qualify for the bonus.

Battle 4: Your opponent uses only two moves: Fly and Dig. Choose Pokémon that have moves that can hit your opponent's Pokémon when they are in the air or underground. Seadra, Magneton and Aerodactyl have moves that can do the job.

Battle 5: In the final battle in the Gym Leader Class, your opponent uses Light Screen to reduce the power of any Special Attacks used against his team. Attacks that draw on a Pokémon's Attack stat won't be affected by Light Screen. Staryu, Mr. Mime and Jynx have the right moves for your team.







Make sure that you trade away the minigame stars to clear the way for the alternate Pokémon to play in the minigames.

You don't get an advantage in minigames by using your own Pokémon, but it is kind of fun to see them in action!



Choose your teams wisely. It's not enough to win the battles—you have to win the battles with the correct Pokémon to advance.

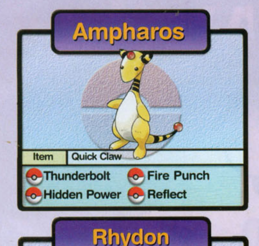


You can double up moves to keep opposing Pokémon from attacking you. Raichu's combo of Attract and Sweet Kiss is just one of many.

Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Gregory Irgang of Long Island, New York, is a dedicated Pokémon player who goes by the screen name Atma in the online Pokémon community. A lot of very serious Pokémon study takes place online, and Gregory's team proves it. Gregory obviously thinks very carefully about each Pokémon and its strengths and weaknesses before he puts together a move set for it. He uses moves that are very different from those used by most of the teams we see.



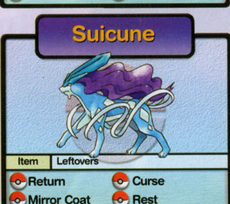




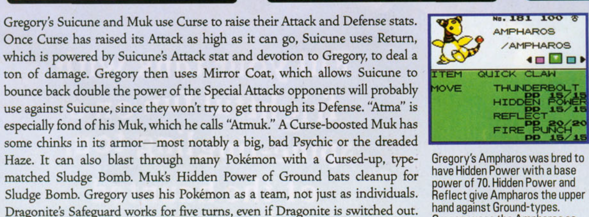
Rhydon

Item Quick Claw

Earthquake, Substitute, Rock Slide, Fissure



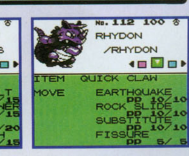




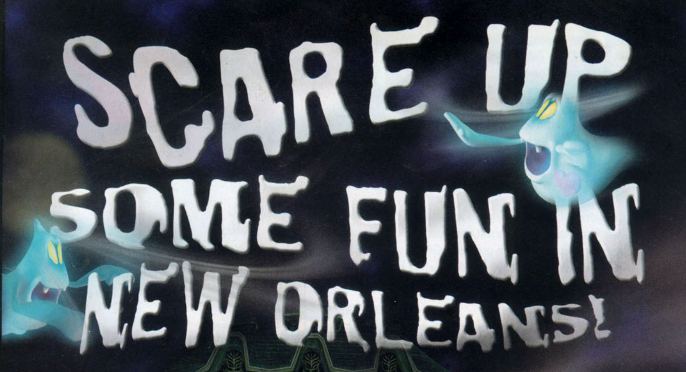
Gregory's Suicune and Muk use Curse to raise their Attack and Defense stats. Once Curse has raised its Attack as high as it can go, Suicune uses Return, which is powered by Suicune's Attack stat and devotion to Gregory, to deal a ton of damage. Gregory then uses Mirror Coat, which allows Suicune to bounce back double the power of the Special Attacks opponents will probably use against Suicune, since they won't try to get through its Defense. "Atma" is especially fond of his Muk, which he calls "Atmuk." A Curse-boosted Muk has some chinks in its armor—most notably a big, bad Psychic or the dreaded Haze. It can also blast through many Pokémon with a Cursed-up, type-matched Sludge Bomb. Muk's Hidden Power of Ground bats cleanup for Sludge Bomb. Gregory uses his Pokémon as a team, not just as individuals. Dragonite's Safeguard works for five turns, even if Dragonite is switched out. Likewise, Miltank's Heal Bell can undo any status changes that might have affected the team before Safeguard took effect. Teamwork is always a good idea. That's why it confuses the Pokécenter when Trainers send in teams with attacks that clash. For example, we often see teams that feature Sunny Day and several Pokémon that have Water-type attacks that Sunny Day will affect adversely.

No. 181 100
AMPHAROS /AMPHAROS
ITEM QUICK CLAW
MOVE THUNDERBOLT PP 15/15
HIDDEN POWER PP 15/15
REFLECT PP 20/20
FIRE PUNCH PP 15/15

Gregory's Ampharos was bred to have Hidden Power with a base power of 70. Hidden Power and Reflect give Ampharos the upper hand against Ground-types. Gregory uses the Ampharos as bait to get opposing Trainers to use their Ground-types against it, then he surprises them with his moves.



Rhydon's Rock Slide backs up Earthquake, which deals plenty of damage to many Pokémon types but won't touch a Flying-type Pokémon. Fissure is a one-hit KO move that Gregory reserves for tough Pokémon, such as those that use Curse in the same way that his own Pokémon do.



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1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

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1. Male 2. Female

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1. Mario 2. Link 3. Princess Peach
4. Pikachu 5. Samus 6. Fox McCloud
7. Kirby 8. Yoshi 9. Wario
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MARVEL

Activision's new GBA superhero scuffler offers true believers a pocketful of arachnid action.

SPIDER-MAN®

MYSTERIO'S MENACE™

ACTIVISION

EVERYONE E CONTENT RATED BY ESRB

Hammerhead delivers a message in hot lead: Spidey will sleep with the FISHES!

WEB SERVER

Activision and Vicarious Visions have put the world's favorite web-slinger into a less than friendly neighborhood—a metropolis menaced by malevolent miscreants. Swing, crawl, climb, leap and fight your way through the thug-laden streets of New York to unravel the mystery of a building crime wave. Want to know who's behind it all? Here's a hint: Read the subtitle.

Crawling into Combat

Spider-Man's special powers afford you an extensive arsenal of moves and attacks. You'll need to master the basic controls to complete any of the levels.

Sticky Fingers



Spider-Man can cling to virtually any surface in the game—all you need to do is jump onto the surface. You can also crouch down to begin crawling then use Right or Left on the Control Pad to move.

Swing Sets



Swinging is the fastest way to move around, but it will quickly use up your webbing. It's best to swing only when your destination is beyond leaping range. Jump into the air then press R to start swinging.

Freestyle Wrapping



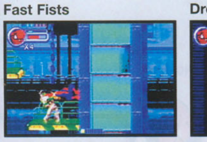
Many enemies are positioned so they'll have the advantage when you land next to them on a platform. Press R while crawling or walking to fire a web shot. It will tie them up long enough for you to land a punch.

Silky Shield



Press the L and R Buttons at the same time to open a Web Shield that protects you from attacks. You won't be able to move while the shield is up, so it really just delays inevitable confrontations.

Fast Fists



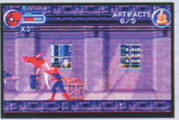
You'll probably end up using punches to defeat most enemies. But you won't always do it while you're standing upright. You can also punch while you are clinging to a wall or ceiling. Press B to punch.

Drop Kicking



If you're in the air when you hit the B Button, you'll execute a kick rather than a punch. Kicks are particularly effective against enemies who hurl projectiles. You can both jump over the projectile and land a blow.

Making Hay



Press B while holding Up on the Control Pad to deliver a brutal uppercut punch. It takes a while to wind up, so you may want to wrap up enemies in webbing before you attempt the move.

Hit and Spin



Try to punctuate your pugilism with a powerful roundhouse kick. You can execute the attack by pressing Up on the Control Pad during a kick. Like the uppercut, the roundhouse is slow but powerful.

Secret Power-ups



The shortest route isn't always the best route. Many useful power-ups—like special suits that give you extra strength—are tucked away in remote corners of the levels.



Dangerous Directions

You'll need to visit every map area to complete the game, but you don't have to visit them in any particular order. When you start the game, you can choose one of three missions.





A nice day in the Big Apple will turn rotten when New York's criminals go on a rampage. Select the mission you want to play on the map. When you complete any of the three open missions, a new area will open on the map. Complete six missions to open the final area on the map.

PIER 54

Once you get the hang of crawling along walls and ceilings, it won't be tough to navigate the pier's maze of boxes and docks. Timing your swings over the water will be the biggest challenge in the mission.

START

END: RHINO

Map Key

- Web Cartridge
- Extra Life
- Suit Upgrade
- Blue Armor
- Invincibility
- Web Upgrade
- Green Armor
- First Aid Kit
- Web Container

Avoid the Voltage

You won't be able to crawl past the electrical transformers on the walls until you find an Electric Suit in the Chemcorp building. A Web Belt—which increases the storage capacity of your Web Shooter—is the prize for returning to the area.

Throngs of Thugs

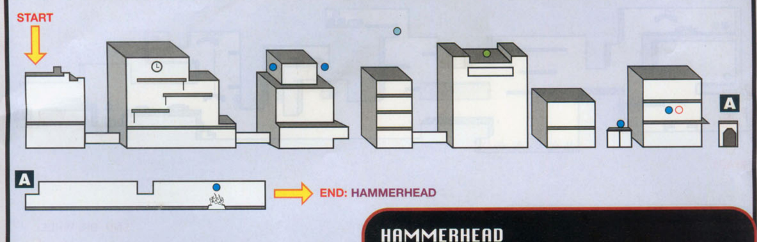
There are two kinds of thugs on the pier—weak, projectile-heaving guards and burly strongmen who can take a lot of damage. Use your webbing to make them temporarily helpless.

RHINO

The Rhino has a simple attack—he'll just charge at you until he slams into something. Position yourself on the ceiling, then time your jump so you're in the air when Rhino hits the wall. Wrap him in webbing after he hits the wall, then punch him until he frees himself.

DOWNTOWN

Hammerhead's henchmen have taken control of the Downtown streets. Fight your way to Hammerhead's lair so you can question the misshapen mobster about the crime wave.



HAMMERHEAD

Hammerhead is like a tougher version of his trigger-happy henchmen—try to wrap him in webs before he fires his gun, then hit him until he wriggles free. Try to finish him off quickly, because he'll continue to call in extra help from his thugs.

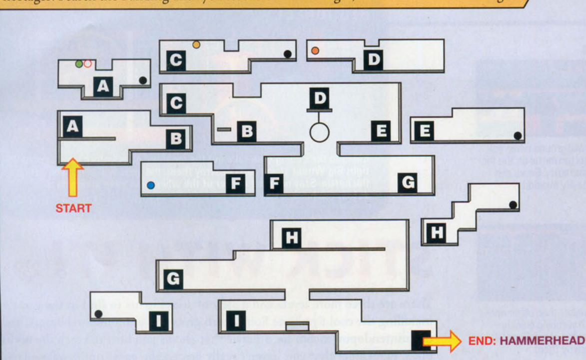
Rat-a-Tat Rats



The big jerks from the pier are also Downtown, but you should be more worried about the gun-toting wise guys. Fire webs at them while they're off-screen to tie them up before they can shoot you.

NIGHTCLUB

Follow Hammerhead's trail to his hideout—a nightclub where his henchmen are holding five hostages. Search the building until you rescue all the hostages, then confront the boss again.



All Tied Up



The hostage locations are shown as black dots on the maps. You'll need to touch them to set them free.

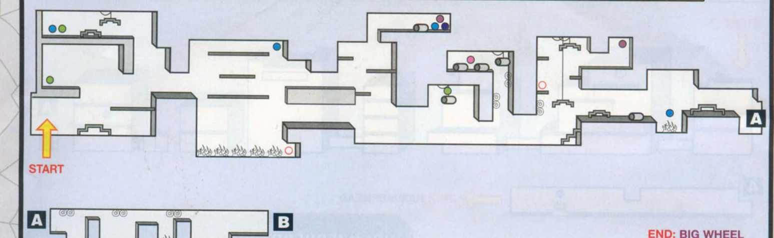
Lotsa Lead

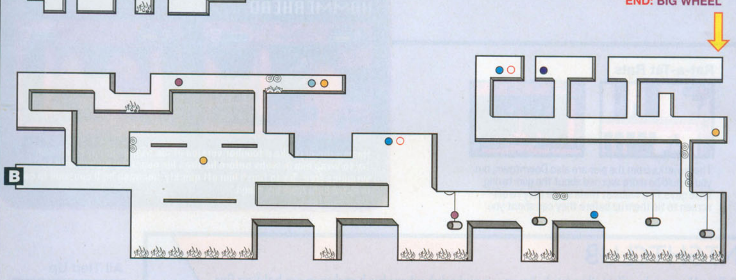


Gunmen abound in the nightclub, so it's a good strategy to shoot webs in front of you as you run. Don't overdo it, however, or you'll run out of fluid.

EMPIRE METALS

The Empire Metals steel mill is the most dangerous and difficult of the three open areas on the map. Remember to crawl while you are over molten metal to minimize the chances of falling to your doom.





Industrial Accidents



Don't assume you'll land on solid ground when you drop from the ceilings. The molten metal on the factory floor will end your turn instantly. Gears can inflict damage, but they are easily avoided.

Foundry Foes





Ninjas are both faster and tougher than other enemies you'll face. Hit them with webbing quickly—you can't hide from their throwing stars. Shoot webs at mounted guns to destroy them.

BIG WHEEL





Climb to the ceiling then take out the mounted guns before you begin to fight Big Wheel. If you don't destroy them, the guns will shoot you during the battle. Stay near the center of the wheel and keep punching to defeat the boss.

STICK WITH IT!

There are three more levels and a slew of secret items to find in the game—including the cool Symbiote Suit, which gives you unlimited webbing. Check out nintendopower.com for a movie that shows you how to reach the useful duds. Remember that you haven't really beaten the game until you've played Super Hero Mode, so keep at it until your Spidey Sense stops tingling.



Journey 20,000 leagues beneath the sea with brave and brainy Milo James Thatch as he tries to find and, ultimately, save the legendary lost city of Atlantis.

Brave the Waves

Enemies are scarce in Disney's Atlantis: The Lost Empire, which is based on the animated film and published by THQ. Rather than fighting bad guys, the game primarily challenges you to leap through platform-based levels while gathering useful items and avoiding hazards. Be aware that you can hold only one item at a time.

EVERYONE E CONTENT RATED BY ESRB



Dynamite



Sling dynamite to eliminate enemies or blow up crates and barrels, which sometimes contain items.

Wrench



Subdue enemies and activate switches by throwing wrenches.

Boomerang



Boomerangs are also handy for taking out enemies.

Drill



Investigate caves beneath you by drilling through weak floors in some levels.

Health



Hearts restore your health, which the blue bar at the top of the screen meters.

Invincibility



The icon that looks like Kida, a princess of Atlantis, will make you temporarily invincible.

Checkpoint



Checkpoints appear as pages from the Shepherd's Journal, a mystical book associated with Atlantis.

The Choice Is Yours

Besides tools and weapons, the game contains special items. Try to gather all the Blue Crystals and Bonus Letters to increase the challenge. Crystals are usually easy to spot, but most levels will have a few that are tough to acquire. Bonus Letters are sometimes contained in crates.

Crystals



You can play without gathering crystals. Collecting every crystal in the entire game, however, will unlock an additional feature in the Pak's option menu. The number at the start of each level tells you how many crystals it contains.

Bonus Letters



Bonus Letters—golden glyphs in the alphabet of Atlantis—are hidden throughout the game. They are typically located in out-of-the-way, often secret areas. If you collect every one in the game, you'll unlock an unlimited weapons option.

King's Eye Crystal



One of the chief goals of many of the levels is to find a King's Eye Crystal. You'll typically find the items toward the end of a level. Once you acquire the item, you'll advance to the next series of challenges.

Map Key

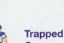




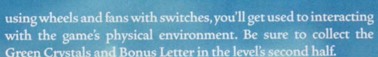






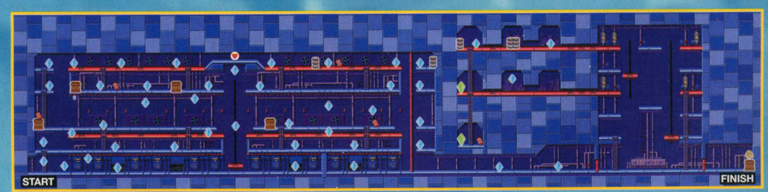



Blue Crystal	Bonus Letter	Extra Life	Temporary Platform
Green Crystal	King's Eye Crystal	Atlantean Switch	Trapped Crew Member
Explosive Barrel	Explosive Crate	Warp Pad	



Level 1: The Boiler Room

Use the first level to familiarize yourself with the game's play control. Practice basic skills, such as crawling, swinging, throwing items and, of course, leaping and landing. By manipulating valves using wheels and fans with switches, you'll get used to interacting with the game's physical environment. Be sure to collect the Green Crystals and Bonus Letter in the level's second half.

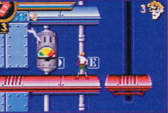


A Warm Introduction



Explore the sub while gathering crystals and avoiding hazards, such as furnaces and steam vents. Find and turn the valve control located in the far right of the area when you're ready to move on to the level's next section. You'll need to climb down a pole to reach your goal.

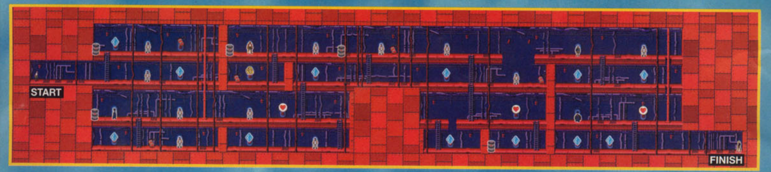
No Pressure



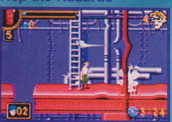
The sub's boilers are rapidly overheating. Temporarily avert disaster by locating the valve that controls each boiler's pressure. Turn the correspondingly lettered valve wheels to restore each boiler to working order before joining your pal, Audrey, and exiting the level.

Level 2: Lights Out

Put your valve wheel-turning skills to work in Level 2 as you navigate a gauntlet of hazards while trying to free your trapped companions within a set amount of time. Open doors to reveal a grateful shipmate, a crystal or a helpful item.



Hop the Hazards



Steam poses the main hazard in the level. To be safe, time your jumps over floor vents so that you're not over them during a blast. Also, pass steam-belching pipes and exposed wires between bursts or sparks, respectively. The hazards are often located near ladders.

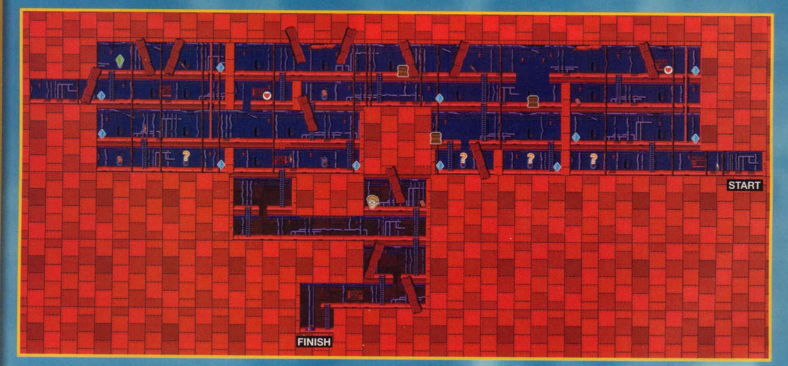
Help Your Pals



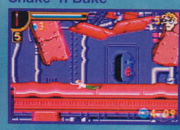
Free all 15 of your pals to complete Level 2. If a room contains a person, its door will open after only one attempt. A secret item, located in the depths of the area to the far right of the level, will put valuable time back on the ever-ticking clock.

Level 3: The Leviathan

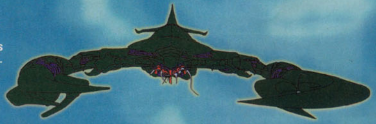
Your goal in Level 3 is to race through and escape the burning hulk of your disabled vessel. Follow the guide arrows and be sure to grab health power-ups when you find them. To collect every crystal, you'll need to do some hotfooted backtracking.



Shake 'n Bake



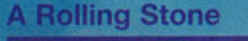
Steam vents and exposed wires are the most common hazards in the level, but they don't inconvenience you as much as the sporadic fires that block key routes. Hurl wrenches into conflagrations that burn over ladders to activate hidden extinguishers and clear your path. If the ship starts to shake, stay put—one hit from a falling part will end your run.



Level 4: Encounters

Level 4 requires you to pursue Princess Kida across some of the first really tough terrain in the game. Swinging hazards and spikes will damage Milo, and falling into chasms will end your run. Use the L and R Buttons to survey the landscape.

START
A
B
A
B
FINISH



A Rolling Stone



In the rolling boulder area, wait until the rock rolls all the way to the left, then jump down and run to the right. Use the boulder as a springboard to reach the small, blue ledge, which will pop up just before you land on it. At the top of the cliff, collect a heart power-up.

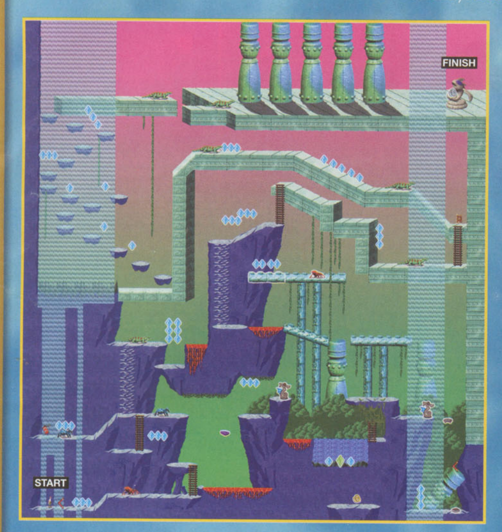
A Leap of Faith



To get to Kida, jump from the far-right platform in the bottom row to the top of the green column. Walk right, through the purple rock, to find a secret room containing a surprise. Return to the column and jump out and back to reach Kida.

Level 5: Eye of the King

You'll first encounter the unpleasant animals of Atlantis in the fifth level. Avoid them or hit them with an item but be most wary of lava flows. Like the chasms in the previous level, lava will end your run in a hurry.



Slow and Steady



Use Atlantean Switches to activate horizontal hover transports, which look like slowly flying tortoises. The switches also activate vertical hover transports, which can increase your upward mobility. Position Milo near a statue, press the B Button and hop aboard.

Hit the Brakes



The slippery platforms will test the leaping skills you've developed. When you land on one of the platforms, you'll slide farther than you expected. Tap the Control Pad in the opposite direction to compensate for your skid. Stay in control or you'll get a close-up view of some spikes.

Level 6: Caves of Atlantis

Level 6 requires you to navigate mazelike caverns, burrow through weak spots in the floor and face several new hazards. You'll have to be thorough if you're going to gather every one of the level's 90 crystals and locate its Bonus Letter.

New Dangers



Most of the level's hazards will be unfamiliar to you—bats, cave snakes, floor spikes, dart-shooting totems and falling stalactites all make their debut. Knock down fixed stalactites (there are a number on this level) with items to reveal warp pads.

Thrilling Drilling



Use the drill to bore through two weak spots in the upper cavern's floor. (Look for cracked bridgelike areas.) Drill through the left spot before taking on the one on the right. Before spelunking down to the lower caves, make sure that you've cleared the upper caverns of crystals.

Pick a Pit



You'll reach four sets of pits containing warp pads. In the first set, pick the right pit; in the second, pick the center pit; in the third, pick the left pit; in the last, pick the center pit.

Back on Dry Land

If you're a fan of the Disney movie and its mythical world or if you simply like tricky platformers, Disney's Atlantis: The Lost Empire will have you jumping for joy. The game offers varied challenges that are true to the Disney spirit—its 10 levels downplay combat sequences and reward exploration more than dynamite throwing.

Game Boy a-Go-Go

This Month

- Jimmy Neutron: Boy Genius
- LEGO Island 2: The Brickster's Revenge
- Men in Black
- F-14 Tomcat
- NFL Blitz 20-02
- BackTrack
- MX 2002 Featuring Ricky Carmichael
- ESPN X Games Skateboarding

Gear up with our grab bag of groovy Game Boy games!



Get Smart

What Jimmy Neutron lacks in height, he makes up for in smarts. Sure, the 10-year-old boy genius is the shortest kid in class, but Nickelodeon's latest brainchild is poised to make it big when his computer-generated movie hits theaters this December and his TV series debuts in 2002. The brainiac is also sure to rocket to new heights in THQ's ingenious adventure for GBA. Playing as the boy genius (and sometimes as his robot dog), you'll blast off for intergalactic fun in side-scrolling platformer levels and full-throttle, shoot-'em-up rocket rides. With loads of high-tech gadgets and multiplayer competitions, the game's variety soars almost as high as Jimmy's IQ.





Saving the Planet

Jimmy Neutron: Boy Genius follows the story of the upcoming movie of the same name. It's all about an evil alien scheme, and when you're not busy saving the planet in Single-Player Mode, you can play four-player Multi-Pak Platform and Race games.



Single Player

In Single-Player Mode, you'll play as both Jimmy and his robot dog, Goddard, and journey from Earth to the Yokian moon. Fun for all ages, the one-player game features three difficulty levels and plenty of cool earthbound and deep-space locales to explore.



Multiplayer Platform

To play through areas in the one-player game with friends, give the Multiplayer Platform Mode a go. You can play as Jimmy or other characters from the show, including Carl Wheezer, Cindy Vortex and Nick Dean.



Multiplayer Race

For high-speed competitions, link up and play the Multiplayer Race Mode. Before you leave the starting line, you can choose the world and size of the area where you'll be racing.

Mind Over Matter

In the one-player game, you must build a rocket to fly to the Yokian moon where all of the parents from your town are imprisoned. Collect rocket parts in the five flagged areas in your neighborhood, then enter your clubhouse.



Jet Pack Jaunts

One of Jimmy's bright ideas is modifying his backpack so that it functions as a jet pack. Before you can use it, you must find a spinning black fan. Stand in front of it to charge up your jet pack, then press and hold L to take off. Recharge often.



Sewer Stroll

In the Sewer, you'll play as Goddard. To fetch all of the metal panels in the level, you must charge Goddard's jet pack and fly to the collectibles. Power it up and fill the yellow energy meter in the lower-left corner of the screen by using a red-and-yellow battery.



Trees in the Park

Many of the bolts you're hunting for in the Park are up in the trees. Fly up whenever you see a tree trunk to check out the treetop, and pocket the rocket parts you need so you can set off for outer space.



Cool Your Jets

In Retroland, ride roller-coaster cars to reach the diamonds you're collecting. You'll need to use your jet pack to reach the diamonds above the statue's head. On your way there, save energy by hopping your way up the statue's hands, cuffs, ears, teeth and nose.



It's Elementary

At Lindbergh Elementary School, walk to the right of the building to power up your jet pack. Rocket to the schoolhouse's ledges and rooftop to find coins. More goodies await inside, but you'll have to return to the ground level first. Use your jet pack to do it.

Goddard

In some levels, you'll play as Goddard. After Jimmy fixes his rocket and journeys into space, Goddard will explore a meteor to retrieve plutonium for the boy genius's spaceship. Goddard has unique abilities, so master the dog's moves to complete the world.



Lasso Leash

Jimmy outfitted Goddard with all sorts of special gadgets. If Goddard can't jump or fly over an obstacle, use the dog's lasso. Press and hold R, then tap A to attach the lasso to a ceiling. Press Up on the Control Pad to hoist Goddard and move sideways to swing.

Rocket Boy



Probe Problems

In the rocket levels, dodge or blast incoming meteors. When an enemy space probe attacks you, fly in circles to avoid its fire. Stay on the move to stay in one piece, and keep plugging away to land a hit on the alien ship.



Mega Bomb

When enemies clutter your flight path, press B to detonate the Mega Bomb. The explosive will destroy everything on the screen, so stock up on the weapon by flying through the round power-ups.



Space Food

Run-ins with lasers and meteors will take their toll on your health. Revitalize by snacking on space food. The power-ups look like tubes of toothpaste, and you can collect them by steering your rocket into the power-ups.



BACK ON THE BLOCK

While The Brickster's Revenge for Game Boy Color (released last spring) seemed like a simple adventure intended for Duplo block users, the improved LEGO Island 2 for Game Boy Advance is far more complex, involving and exciting. Stuffed with over 20 minigames, tons of collectible character cards, wacky dialogue and madcap tasks to carry out, the GBA version of The Brickster's Revenge is a full-fledged adventure that once again sends skateboarding pizza boy Pepper on the search for the escaped con, Brickster. The game's been revamped from the ground up, and like most things constructed from LEGO blocks, the fun keeps building.





RECONSTRUCTION

The Brickster has deconstructed Pepper's town brick by brick, so you must find the pages of building plans that the vandal has scattered about the island. Hit the road to locate the Constructopedia Pages as well as the elusive Brickster himself.



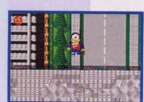
Old Man's Glasses

Talk to all the townspeople. Many of them will ask you to find a special item for them. When you fulfill one of their requests, such as retrieving the elderly man's glasses, you'll be rewarded with a prize, such as a Constructopedia Page.



Bill Ding's House

The elderly man will give you the Orchard Page for your troubles, and once the Orchard House has been rebuilt, you'll find a new page in the Orchard. Use the page to rebuild Bill Ding's House and earn the hard hat.



Into the Tunnel

You can access the tunnel in the south end of the island once you have the hard hat. Continue carrying out good deeds for the people on the island to cause more chain reactions that will help you further along on your quest.

Navigating the Island

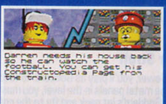


LEGO Island 2 for GBA is a much larger world than the one in the GBC version, and the island is laid out very differently. It's easy to get lost, so keep track of where you are and where you're heading by consulting your map.

Phone Booths



The Infomaniac has all the answers, and you can give him a call by entering any of the red phone booths located around town. To place a call, walk inside a phone booth, then press the A Button.



When you give the Infomaniac a ring, he'll tell you where to go next or where you should deliver your Constructopedia Pages. When you deliver a page to the proper person, that character will be able to reconstruct his or her building.

HELPING OUT

Some characters will give you Constructopedia Pages when you help them, while others will reward you with special items. Try helping the same characters more than once—you might earn a new item, such as a Trading Card.



Garden Work

Weeds are taking over the gardener's plot of land, so help him out by picking everything that sprouts up. When you've cleaned up his garden, he'll give you the Toll Bridge Token you need to cross the river.



Second Time Around

The gardener can't seem to keep weeds from taking over his garden, and if you help him out a second time, you'll win a Trading Card. Each collectible card features a portrait of a LEGO Island character. Check the album in your house to view your cards.

MINIGAMES GALORE

You must win various minigame challenges to continue your journey across the island. LEGO Island 2 sports three multiplayer minigames and 18 single-player minigames. Once you've unlocked a game, visit your house or the Clubhouse to play it for fun.



Whack-a-Bot

You'll first play Whack-a-Bot in the Information Center. When a Brickster Bot pops up, press the Control Pad in the corresponding direction. Avoid whacking the Infomaniac. If you win, you'll earn the Garage Page.



Apple Grapple

The control scheme for the Apple Grapple minigame is similar to Whack-a-Bot. Use the Control Pad to direct your grabber and snatch as many ripe apples as you can before the timer runs out. Avoid wormy apples—they'll slow you down.



Brick Dive

During your journey, you'll reach a dead end at the broken bridge. Rebuild it by playing Brick Dive. Take a dip to find the bridge's five missing bricks (as well as a Constructopedia Page). When the bridge is fixed, cross it for more adventure.



Flan Fling

In the target shooting game, toss pies at the rival team. Characters are clad in either gray or black armor. Avoid hitting the knights who wear your team colors. If you reach the target score in 60 seconds, you'll win a Toll Booth Token.



Joust

Add a happy ending to your knight's tale by winning the Joust competition. Rapidly tap A and B alternately to power your gallop, then position your lance using the Control Pad.



Pizza Panic

Pepper is a pizza delivery boy by trade, so the Pizza Panic minigame should be right up his alley. You'll have plenty of pizzas to deliver across town, and you must beat the clock to finish the job.



Follow the arrow at the top of the screen to locate your next delivery destination. Fences and barricades may force you to take a roundabout path, so don't be afraid to veer off course to make your deliveries.



If you deliver all of your pizzas piping hot to the people who ordered them, you'll snag the Skate Park Page. Use the page to rebuild the park so you can bust out stunts on your board.



Skate Park

The Skate Park minigame grinds out a two-minute freestyle session. Skate back and forth between the vert ramps to catch air and build speed. Press A or B in conjunction with the Control Pad to pull off a wicked array of tricks.



After you've hit the halfpipe, pay a visit to the skateboarder on the street. When you talk to him, he'll give you a Constructopedia Page and a nifty trophy, which will surely make you the envy of the island's pro skater, Bony Hawks.



Driver's Test

Pepper's a pro on a skateboard, but he's a rookie when it comes to driving a car. Take the Driver's Test to certify Pepper as a motorist. Navigate the streets and pay attention to the posted speed limit.



As long as you don't go over the speed limit, you'll pass the Driver's Test. Your prize is the Driving License, which will enable you to patrol the streets of LEGO Island using a car instead of a skateboard.



Hoop Hoop Hurray

To unlock the Hoop Hoop Hurray ringtoss minigame, deliver the sick squid to the man on the beach. Once you've earned the right to play his game, go for a high score by hurling your 15 rings onto the striped poles planted in the sand.

MULTIPLAYER FUN

LEGO Island 2 features a few multiplayer minigames, and up to four players can compete in the Multi-Pak challenges using GBA Game Link Cables. The cables will also allow you to swap Trading Cards with fellow LEGO Island 2 gamers.



Multiplayer Minigames

T-Rex Racing, Catch-a-da-Pizza and Jet Lander are available as multiplayer minigames. Access them by booting up the computer in the Clubhouse next door (on the west side) to Pepper's house.



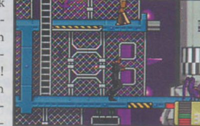
Trading Cards

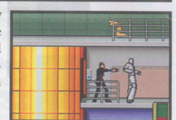
You can collect 40 different Trading Cards on your adventure. You'll find or win random character cards, which you can swap with friends via Game Link to complete your collections.



Good Guys Wear Black

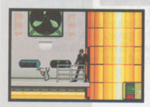
Back in black and donning their trademark shades, Agents J and K embark on a top-secret GBA adventure to protect the Earth from the scum of the universe. Crave's side-scroller is based on the animated Kids' WB! series, and as in their popular show, the Men in Black are on cosmic clean-up duty, corralling several saucerfuls of wayward extraterrestrials and foiling angry alien plots. Gamers play as both Jay and Kay, and they'll have access to the agency's out-of-this-world weaponry. Fully loaded with nine blasters, two playable characters, six levels and countless aliens to capture, MIB promises to be sci-fi that's worth a try.





Men at Arms

Every mission contains multiple guns, and you must juggle your weapons since every blaster serves a different purpose. You'll also have unique objectives in every level, so pay attention to Zed's briefing. If you botch the job, you'll have to restart the level.



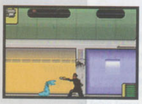
Drawing Your Weapons

Use your standard issue blaster to shoot robots and other patrolling aliens. As you secure the area, you'll come across new guns, and you'll usually need to use them as soon as you find them. Hit L to cycle through your weapons.



Breaking Down Walls

In Level 1, the first new gun you'll find will be a high-powered blaster. You have only eight shots, so save them for the thick walls with black dots on them. A single shot at one of those barriers will obliterate it, giving you access to new areas.



Alpha Worms on Ice

Zed has ordered you to recapture all of the escaped Alpha Worms for your first mission. Blast away walls to reach the freeze ray, then use the gun to put the worms on ice. Shoot each worm only once to avoid shattering your captive.

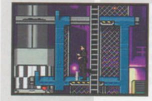


Targeting Teleporters

At Level 2's Forest Landing Site, you must destroy the teleporters that the aliens are using to reach Earth. The warping devices are large, metallic machines. When you spot one, secure the immediate area, then fire away at the teleporter.

Men at Work

Men in Black is all about gunslinging and E.T. busting, but every agent knows that it takes a little cunning, too, to save the universe. Sneaking past aliens and outmaneuvering them play a big part in the adventure.



Now You See Him ...

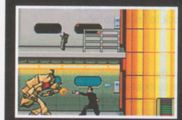
Snag the glowing, purple power-ups to vanish into thin air. With temporary invisibility, you'll be able to set your sights on robots and space critters without alerting them to your presence. Use the opportunity to take out the bigger baddies.



Long Way Down

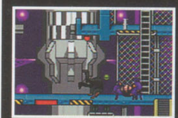
In classic platformer style, MIB features lots of climbing and elevator riding to navigate the multitiered levels. Dropping off ledges is the quick way to reach lower floors, but you'll risk your well-being. Play it safe by taking the time to find a lift or ladder.

Evasive Maneuvers



Duck and Fire

Apparently, aliens can't aim their guns low. If you're caught in an enemy's sights, crouch down—enemy fire will sail over your head. Duck and fire to attack alien scum safely.



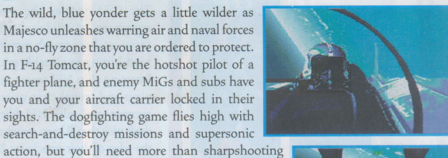
Rolling, Rolling, Rolling

If an enemy catches you off guard, roll across the ground to duck under its shots. You can also roll across small gaps in walkways by running toward them. Press and hold A while moving to run. When you dash to the gap, you'll roll over it automatically.



Tomcats and Dogfights

The wild, blue yonder gets a little wilder as Majesco unleashes warring air and naval forces in a no-fly zone that you are ordered to protect. In F-14 Tomcat, you're the hotshot pilot of a fighter plane, and enemy MiGs and subs have you and your aircraft carrier locked in their sights. The dogfighting game flies high with search-and-destroy missions and supersonic action, but you'll need more than sharpshooting skills and aerobatic finesse to secure your airspace. The arcade flight of fancy throws a few sim elements into the game, so pilots will also need ace precision as they try to pull off perfect landings and complete mid-air refueling sessions.





The Sky's the Limit

Up to four players can take wing in F-14 Tomcat, and the game offers three ways to fly. One-player Mission Mode is the main way to take to the skies, but pilots can also take off in a Multi-player shoot-'em-up or touch down in Practice Landing Mode.



Mission

Fly and shoot your way through various one-player scenarios in Mission Mode. Splash all MiGs patrolling the area, then destroy things such as invading destroyers, secret submarine bases and experimental aircraft to complete your mission.



Multiplayer

Using Multi-Pak play, up to four aces can link up and battle in Multiplayer Mode. The battle royal dogfight gives you the option of setting a time limit and target score, and it allows you to choose the type of weapons and time of day for your flight.



Landing Practice

After you complete a mission, you must land on the aircraft carrier. If you're playing on the Novice difficulty setting, you'll automatically land. Pilots who fly on the Ace setting must land manually, and you can perfect your form in Landing Practice Mode.

Winging It

In the one-player game, you'll receive a mission briefing before takeoff. You must carry out the main objective to complete the mission, and you must also protect your aircraft carrier from attacks and monitor your plane's fuel level.



Refueling

When you're low on fuel, press Select to view your radar, then seek out the yellow tanker aircraft. Zero in on it then press B to fly slowly behind it. Using your cockpit display, position the tanker's outline in the center of the radar to hook up and refuel.



Fight and Flight

When engaging a MiG, slow down and fire at its tail. Fire in bursts, rather than blasting out a steady stream—if you overwork your guns, you won't be able to fire another round for a few seconds. To keep banking bogeys in your sights, perform barrel rolls.

Staying on Target



Hit Select to view your radar. Use it to track enemies and locate your aircraft carrier and tanker aircraft. If you press A while viewing your radar, you'll home in on a target. Repeatedly tap A to lock on to the various targets in your airspace.



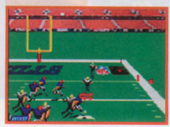
When you've locked on to an enemy, it will appear circled on your radar. In cockpit view, a circle will appear on your Heads-Up Display (HUD) to indicate where your target is. Position the circle in the crosshairs on your HUD, then fire away to score a direct hit.



SUPER BOWL SHUFFLE

The GBA tackles the over-the-top arcade aggression of Midway's venerable NFL Blitz series, and the smash mouth football riot is as hard-hitting as portable gridiron games come. Boasting all 31 NFL teams, star players, pages of plays and crystal-clear voice samples for commentary and calls, NFL Blitz 20-02 is a first-draft pick that'll keep armchair quarterbacks on the edge of their armchairs. If you're a fan of the Blitz series, the GBA version sports the features you're looking for, except the game is for one player only. Even so, the road to the Super Bowl will be a tough one—especially since the stiff CPU competition flexes muscle with powerful pro moves.





100 YARDS OF ACTION

All 31 NFL teams show up for the football action in NFL Blitz 20-02, and you can coach the team of your choice through a one-match Exhibition game or a full-on marathon Season. Both modes deliver the arcade-style fun that Blitz is known for.



Exhibition

For a quick matchup, play Exhibition Mode. You can choose the teams and adjust the length of the quarters (from one to three minutes) and the difficulty of the game.



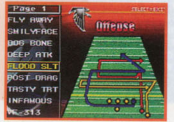
Season

Try to smash your way to the Super Bowl in Season Mode. Choose a team, then hit the road to chalk up wins and work your way up the ladder to the big Sunday game.



PLAYBOOK

Every team has three unique plays, so you'll have to adjust your strategies for every matchup. Teams also share a ton of offensive and defensive moves, and you can select them before each play.

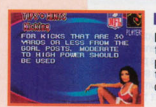


In addition to three unique plays, your team sports a slew of basic offensive and defensive moves.

Learn to master your special maneuvers, and scroll through your playbook to plot your strategies.

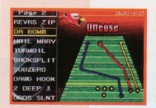
MINIGAMES

For fun extras, charge into NFL Blitz's Minigames Mode. When you don't feel like playing a full game of football, you can try out the mode's four fun and informative activities to hone your on-the-field skills and knowledge of the game.



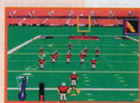
Rules

In the Rules section of Minigames, you can flip through pages of tips and hints dispensed by cheerleaders. Check out the tips to learn special moves and button tricks for conquering the game.



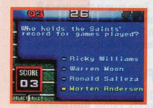
Playbook

Familiarize yourself with the different plays used in the game by thumbing through the Playbook. The book reveals all of the game's offensive and defensive maneuvers, so learn the moves to head off your opponents at the pass.



Practice

Master the basics of passing, running and kicking in Practice. The training session features two minigames: Uprights and Fourth-n-Goal. In Uprights, you can practice kicking field goals, while Fourth-n-Goal challenges you to make a single play to the end zone.



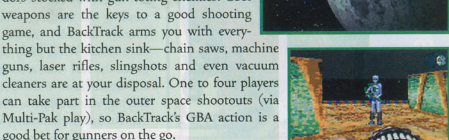
Trivia

For sports historians, the game offers Trivia, a quiz that gets to the nitty-gritty of everything football. The test lasts four quarters, and you have 30 seconds in each quarter to answer three questions. You'll receive a ranking based on your performance.



READY! AIM! FIRE!

Sure to make trigger-happy gamers happier, Telegames is treating the GBA to its first taste of first-person shooters. Like Doom, Quake and other hallway-roaming, bad-guy-blasting games, BackTrack puts you in a maze of corridors stocked with gun-toting enemies. Cool weapons are the keys to a good shooting game, and BackTrack arms you with everything but the kitchen sink—chain saws, machine guns, laser rifles, slingshots and even vacuum cleaners are at your disposal. One to four players can take part in the outer space shootouts (via Multi-Pak play), so BackTrack's GBA action is a good bet for gunners on the go.



LOADING UP

Keep an eye out for enemies and be on the lookout for items strewn about the moon base. Track down the four types of items pictured below to boost your defensive and offensive power.



Ammo

While laser rifles require recharging, weapons like shotguns and machine guns require ammo. Grab clips to reload.



Weapons

The game comes loaded with nine cool weapons. Snag weapon power-ups to bolster your arsenal.



Armor

If your armor rating is high, you'll be better prepared to withstand enemy fire. Shield yourself by strapping on armor.



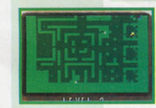
Health

You won't survive if your health rating bottoms out. Stay alive by picking up every health power-up you see.



ON THE RIGHT TRACK

The 12-level adventure for single players is the main mode of BackTrack. The levels are large, and you'll need to retrace your steps once you've reached the end of the final level. To make it back in one piece, use the following basic tips.



Mapping It Out

Since every level of the game is like a giant maze, rely on your map for guidance. Blast all enemies, since many hold keys to locked rooms, and many rooms contain imprisoned humans whom you must free.

THE SHOOTING RANGE

BackTrack lets the bullets fly in three different gaming modes. Solo shooters can adventure as Jim Track, who must free humans from an alien-infested base. Multiple players can enjoy two battle mode scenarios.



Single-Player Adventure

In the one-player game, you journey to the dark side of the moon to free the abducted humans imprisoned in pods by mysterious aliens. There are over 100 people to free, and you must explore 12 labyrinthine levels to find them before you destroy the lunar facility.



Multiplayer Match

Using the Multi-Pak option, up to four players can compete in a multiplayer showdown. Solo players can also take a shot at the mode by playing against three CPU-controlled rivals. In the basic shootout, you must be the last person standing to win.



Matrix Assault Multiplayer

In Matrix Assault, you're shooting for a target score. To emerge as the victor, you must be the first player to nail the magic number of hits. Avoid getting shot by pressing the L or R Button to sidestep out of your enemy's range.



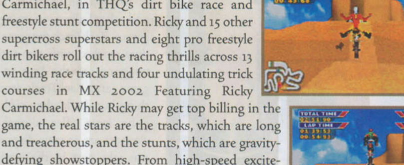
Last Gasps

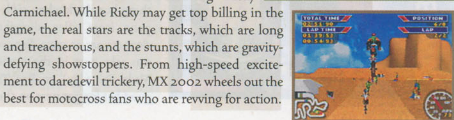
The humans you must free are trapped in pods. If you come across a wounded human who isn't in a pod, talk to the person. The victim will reveal valuable info, such as where you should go next or where you can find a switch or exit.



DOWN AND DIRTY

Kick up some dirt and blaze some trails with the leader of the motocross pack, Ricky Carmichael, in THQ's dirt bike race and freestyle stunt competition. Ricky and 15 other supercross superstars and eight pro freestyle dirt bikers roll out the racing thrills across 13 winding race tracks and four undulating trick courses in MX 2002 Featuring Ricky Carmichael. While Ricky may get top billing in the game, the real stars are the tracks, which are long and treacherous, and the stunts, which are gravity-defying showstoppers. From high-speed excitement to daredevil trickery, MX 2002 wheels out the best for motocross fans who are revving for action.





TUNE-UP

Grease monkeys can tinker with their bikes before they line up at the starting gate, so retool your ride so it can handle the weather and roadways of your next race.



Tires

For indoor tracks, use the RV 26 Hard tires. If road conditions are wet and muddy, go for the SV 94 Soft tires.



Muffler

On twisty tracks, outfit your bike with the lightweight Pro Alu TX. For high speed, try the Pro Stl RX.



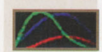
Gear Ratio

If you want to max out your top speed, the Gear V125 is the primo choice. For better acceleration, try the V123.



Shocks

Catch big air and make solid landings with 66T Soft shocks, and gain control with 45S Hard shocks.



Tuning

For slow and wet rides, tune low. Otherwise tweak it high to squeeze more speed out of your bike.

THE NEED FOR SPEED

While the special US Open course is an indoor track, MX 2002's other tracks are outdoor courses, where weather will take its toll. You can race on the outdoor tracks in Championship Mode and enter the competitions in the 250cc Class or the 125cc Class.



Inside Cornering

When approaching a bend, begin turning early to veer into the inside of the curve. If you avoid making wide turns, you'll reduce the risk of wipeouts and increase your chances of overtaking rival riders around the bend.



Eat My Dust

Since you're already racing in the dirt, you might as well play dirty—try cutting off bikers who are riding your tail. If you swerve in front of them as they try to pass, you can block them or even knock them down.

TRICKS OF THE TRADE

If you're into busting out stunts rather than breaking speed records, ride in the Freestyle Class. The eight stunt riders can pull off their tricks in Championship or Quick Race Mode, and you'll compete for style points.



Evel Ways

The four trick tracks feature many hills and jumps for you to perform your airborne derring-do. You must also concentrate on staying on the road, so avoid getting too fancy if you're landing near a bend in the road.



One-Hit Wonder

Tap out combos using the L and R Buttons and the Control Pad when airborne. If you try to bust out too many stunts at once, you won't have time to prepare for your landing, so try only one trick per jump.



Perfect Landings

You'll earn points for landing stunts. If you fall after attempting a trick, the judges will deduct points from your score, so be sure to retool your bike so you can pull off easy landings.

X MARKS THE SPORT

Konami goes to the extreme with ESPN X Games Skateboarding, a vert and skate park competition for thrashers who love monster air and fancy footwork. As you compete for points and "skillz" to earn new tricks, you'll ride up halfpipes, jump over water hazards and explore skate parks shown through shifting camera angles and close-ups. Don't expect Tony Hawk's Pro Skater (he's noticeably absent from the game)—X Games Skateboarding isn't about collecting items. Instead, the game emphasizes the stuntwork of the showy sport, and its dozens of combos and cool tricks will keep button-mashing fingers busy to the extreme.





SKATERS

Though Tony's nowhere to be seen, X Games does fine with eight other pro skaters, including Bob Burnquist. Each skater has unique attributes, and you can build up your skillz to overcome your rider's weak points.



Bob Burnquist
Jump ●●●
Speed ●●●
Balance ●●●



Rick McCrank
Jump ●●●●
Speed ●●
Balance ●●●

Chad Fernandez
Jump ●●●●
Speed ●●●●
Balance ●



Carlos DeAndrade
Jump ●●
Speed ●●●
Balance ●●●●

Kerry Getz
Jump ●●●●
Speed ●●
Balance ●●●

Chris Senn
Jump ●●●
Speed ●●●●
Balance ●●



Lincoln Ueda
Jump ●●
Speed ●●●
Balance ●●●●





Colin McKay
Jump ●●●●
Speed ●●●
Balance ●●

Speed First



Ride back and forth along halfpipes before trying to pull off a trick. You need speed to catch air, and the more hang time you score, the more tricks you'll be able to bust out. Build up your speed or you won't be able to get fancy with your stunts.

VERT

For halfpipe stuntwork, pull into Vert Mode. The high-flying trick competition features a Freestyle Mode for practice and two timed skateboarding modes—the championship X Games and the insane X Rage.



X Games

In the X Games Vert competition, you'll perform to win points and a medal. Judges will award you a score based on the best of two 45-second sessions. If you rake in enough points, you'll move on to another city to compete in the next tier of halfpipe competition.



X Rage

To go stunt crazy, play X Rage. Bust out varied and extreme stunts off the halfpipe to fill up your X-Gauge. When you've topped it out, the Dragon Gem will appear. Snag it for a boost into the stratosphere, where you'll have time to string together a super combo.



PARK

At the Park, you can roam from ramp to ramp in search of rails to grind, halfpipes to launch from and other choice spots to show your skillz. The camera will zoom in whenever you enter a halfpipe, so you'll always have a good view of the action.



X Games

To win the prize in the X Games Park competition, you must use the area's obstacles and ramps to execute tricks. You have two tries to go for a high score, and judges will base each 60-second session on a 100-point scale.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES OCTOBER 2001

ADVANCE WARS

5

Atten-hut! Prepare to advance to the front lines of fun.

Even if strategic planning isn't something that normally gets your flag waving, the turn-based commanding and conquering of military units in Advance Wars is so easy to manage and the stylized characters are so engaging that the game has immediate appeal. And the appeal is almost universal, too—Advance Wars isn't like some insider's game that only General Patton could understand. Advance Wars is a battle of wits that plays like an intense board game, and you're always struggling to stay one move ahead of your opponent so your tanks, aircraft, boats, artillery and foot soldiers won't get cut off at the pass. By land, sea and air, you'll move your troops across varying terrain to conquer your rivals' bases. Every type of unit has its strengths and weaknesses, and much of the fun comes in figuring out which one is best for the job. Efficient and successful missions will unlock new maps, players can create their own personal battle scenarios and layouts and up to four players can wage war in Multi- and Single-Pak standoffs. In a nutshell, AW offers unlimited battles. A well-crafted game with fetching anime looks, easy-to-use menus and explosive action, Advance Wars treads on new ground, taking the strategy genre to a place where gamers of all tastes will be gung-ho for it.

COMMENTS: Jason—It's like playing chess on a mine field—one false move could spell the end, but careful planning will get you through. Don't cheat yourself by thinking this war isn't worth fighting. Alan—It combines the depth of a PC-based strategy game with the easy control and playability of a Game Boy title. It's got the best multiplayer mode of any GBA title so far. Drew—It's the deepest, most enjoyable strategy game ever made for a handheld platform.

- Nintendo/32 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (Multi- and Single-Pak)

ALAN ★★★★★
DREW ★★★★½
GEORGE ★★★★½
JASON ★★★★★
JENNI ★★★★★

EVERYONE E Mild violence.



LADY SIA

4½

TDK's princess of power fights for her kingdom.

Giving Xena a run for her money, TDK Mediactive is introducing its very own warrior princess, Lady Sia, a magical swashbuckler who's out to put the royal hurt on the beastly T'soas who've enslaved her people. The side-scrolling sword-and-sorcery adventure spans a whopping 36 levels, and in every level, you must fend off Waspmen, Chameleonmen and other wild enemies using your sword and fireball-shooting ring, which is powered by gems you collect. Your quest will also have you seeking out captured villagers, switches to flip and hearts to restore your health.

Aside from some secret areas and simple puzzles, the platform setup of the game is fairly standard, but it's the game's graphics that make Lady Sia stand apart. All of the characters and backdrops in Lady Sia are two-dimensional and outlined in black, so the game emerges with a cartoon feel that exudes plenty of personality and character. The great-looking game offers a lot of confrontational action, but you can use stealth to sneak past danger in some situations. In general, though, the slashing and spell casting is generic action fare that's not quite as exciting as the game's appearance. Still, it's a large epic with numerous levels and interesting enemies, and it's worth a look from action-adventure fans.

COMMENTS: Jenni—If you're any good at platform games, this one might be a little too easy for you. It's not bad, it's just a little too straightforward. Drew—The game play isn't very challenging, but that may just make the game more accessible to younger gamers. George—With stylized art, great control and a lot of variety in the action, Lady Sia is a very pleasant surprise. The only thing that keeps me from giving it a perfect five is the repetitive music.





- TDK/32 Megabits
- 1 player
- 36 levels
- 4 worlds

ALAN ★★★★
DREW ★★★★½
GEORGE ★★★★½
JENNI ★★★½
JILL ★★★★★

EVERYONE E Mild violence.

SPIDER-MAN: MYSTERIO'S MENACE

4½

Ol' Web-Head's game will make a true believer out of you.

As technically top-notch as the web-slinger's N64 outing, Spider-Man's debut on GBA is an action-packed side-scroller that's as fun to look at as his comic books. Activision's one-player Spider-Man: Mysterio's Menace stars your friendly neighborhood wall-crawler, and developer Vicarious Visions has managed to capture Spidey's agility, gymnastic grace and trademark superpowers. Thanks to fine-tuned controls and an intuitive button scheme, players will have no problem pulling off moves, such as crawling up walls, entangling thugs with webbing and swinging like Tarzan. Even Peter Parker's Spider Sense comes into play, giving you a tingly warning when danger is coming from off screen. The Marvel Comics melee boasts great level design that requires you to rely on all your powers to navigate the far reaches of every area so you can rescue hostages, locate special suits and armor and beat up the Big Apple's bad apples. More villains than your Spider Sense can handle, including Mysterio and Rhino, will duke it out with you, and all of the whiz-bang action, detailed settings and newsstand-ready comic book cut scenes are richly illustrated with stunning graphics and animation. A great beat-driven soundtrack rounds out a polished package, but if there's one glaring problem with the game, it's that it's too short. With just seven levels, Mysterio's Menace leaves you wanting more. Then again, it's better to be left wanting more of a game than to be left wanting less of it. 'Nuff said.

COMMENTS: Andy—Topsy-turvy level design lets you take advantage of Spidey's special powers. Drew—If it had about 10 more levels, it would deserve a higher rating, but its brevity makes it seem more like a demo.



- Activision/64 Megabits
- 1 player
- 7 levels
- 4 Spidey suits



ANDY ★★★½
DREW ★★★
JASON ★★★★
JENNI ★★★★
JILL ★★★★★



EVERYONE E Mild violence.

JIMMY NEUTRON: BOY GENIUS

3½

Foil an alien plot with the smartest kid in class.



Dexter isn't the only brainiac around. Nickelodeon is on the verge of launching a feature film and TV series starring computer-generated whiz kid Jimmy Neutron, and THQ is blasting off with the boy genius's sharp-looking platformer. As the swirly-haired 10-year-old or his robot dog, you'll scour side-scrolling worlds, using shrink rays, jet packs and other gadgets to gather rocket parts and other vital collectibles.

From Lindbergh Elementary School to the Retroland Amusement Park to the Yokian Moon, every level of the game boasts shiny, happy graphics and inspired variety. Whether you're using a roller-coaster car to cruise to hard-to-reach items or piloting your rocket in a supersonic behind-the-ship flight through an asteroid belt, scoring 100% will be a challenge. It's debatable, however, whether reaching that goal will be exciting for everyone—Jimmy Neutron: Boy Genius features cleverly laid out areas, but they're not bursting with all-out action. Big brains don't equal big fun, and the mild thrills make the boy genius's colorful adventure more suitable for young players. More experienced gamers will enjoy the one-player adventure if they dig Jimmy or don't mind a laid-back cosmic caper. Wisely, though, THQ has added Multiplayer Platform and Race competitions, and the smart additions are perfect for all ages.



COMMENTS: George—Good graphics, a lot of action and fun music make this game a better-than-average cartoon-based side-scroller. Jill—It's slow-moving but a little addictive. Andy—It's well suited for Jimmy's audience—a too-young-to-read audience. Jenni—It's not the hardest game in the world, but it's very well done.



- THQ/32 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (Multi-Pak only)

ANDY ★★★
GEORGE ★★★
JASON ★★★★
JENNI ★★★★
JILL ★★★★

EVERYONE — Mild violence. CONTENT RATED BY ESRB

NFL BLITZ 20-02

2½

Touch down with Midway's furious football Pak.

The NFL Blitz series is known for its in-your-face, bone-crushing arcade chaos, but somewhere on its way to the GBA, it dropped the ball. While the gridiron great still sports dozens of plays, outrageous codes and action without all the micromanagement, Blitz seems to have gone soft. No longer charging forth with the same aggressive gusto, NFL Blitz 20-02 features run-of-the-mill tackling that seems more like Madden than the over-the-top sacking that Midway's game made famous (you can't even pounce after the whistle's blown). Blitz fumbles even more by not including any multiplayer modes, but the extras, such as Trivia Mode and field goal kick practice preserve Blitz's hard-hitting fun for hard-core enthusiasts.

Despite its shortcomings, Blitz scores a touchdown with its game play and presentation. All 31 NFL teams show up, and they each have a few unique plays to bring to the field. The spoken dialogue is crisp and excellent, and the new camera angle captures the on-the-field action and depth by pointing the camera at the end zone instead of dangling it from an aloof bird's-eye view. NFL Blitz 20-02 may not pack the same punch as the previous versions, but it still features what Blitz fans love the series for—football action without the fuss. NFL Blitz 20-02 forgoes the strenuous sim setups and cuts to the chase.



COMMENTS: George—The running game is slow and the passing game is unpredictable. On the plus side, it does feature a large selection of plays. Drew—It lacks the cartoon brutality of its polygonal counterparts. Andy—It's a lot better than the Game Boy Color versions, but there's still a long way to go.

- Midway/32 Megabits
- 1 player
- 31 NFL teams
- 4 minigames

ALAN ★★★½
ANDY ★★
DREW ★★½
GEORGE ★★
JILL ★★★

EVERYONE — CONTENT RATED BY ESRB

DISNEY'S ATLANTIS: THE LOST EMPIRE

2½

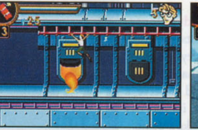
Immerse yourself in adventure leagues beneath the sea.



Coinciding with the theatrical release of *Disney's Atlantis: The Lost Empire*, THQ's Game Boy Color version of the deep-sea adventure hit stores this past summer. Now, THQ's Game Boy Advance version is ready to make a splash, and it's a completely different platformer—spruced up with faster movement, responsive controls, sharp animation and realistic sounds. While the GBC version allowed you to play as Milo and the members of his crew, the GBA version ditches the character-swapping puzzle element for more straight-ahead platformer action with Milo starring as the only playable character.

What deep-sixes the GBA version of Atlantis is that the 10-level sea quest gives you no compelling reason to play it. Collecting crystals isn't necessary (if you find them all, the payoff is that you unlock the credits), while collecting all the Bonus Letters earns you unlimited use of weapons. Having an endless supply of dynamite or boomerangs isn't a bad deal, but it's not something you desperately need, especially when the game is practically enemy-free. Since you can pretty much pass up the collectibles, the object of the game becomes reaching the exit, and that's thrilling only in the intense timed levels.

Atlantis features fun cameos from the cast of the cartoon and lots of things to collect, so if you're all about exploring and scoring 100%, you'll have a good time. But if you're not self-motivated, you might find little reason to keep an eye out for the Lost Empire.





COMMENTS: Jenni—It's surprisingly fast-paced. It looks good, the play control is smooth and the cut scenes are lovely. Drew—I liked the acrobatic flips and the variety of climbable surfaces.

- THQ/32 Megabits
- 1 player
- 10 levels

ALAN ★½
ANDY ★★½
DREW ★★
JASON ★★½
JENNI ★★★★

EVERYONE — Mild violence. CONTENT RATED BY ESRB

DRAGON WARRIOR MONSTERS 2

3½

Adventure with two games and too many monsters.



Enix's latest spin-off from its Dragon Warrior RPG series comes in two versions: Dragon Warrior Monsters 2: Cobi's Journey and Dragon Warrior Monsters 2: Tara's Adventure. The critter-collecting Paks feature similar stories, but each game stars a different hero and features unique keys, which you can trade via Game Link Cable to its companion Pak to unlock new areas. The RPG game focuses on Pokémon-style breeding and battling, and Enix went nuts with the monster management aspect of the games. You can cross every monster with another to come up with an all-new species, and you can mix-and-match well over 300 beasties and train them to be fighting machines. Enix should be commended for pumping up its monster mishmash with staggering possibilities, but only the most obsessive fans will get a kick out of finding the beasts—everyone else won't get much out of the quest, since the basic adventure is just a means of getting you to meet new creatures.

Enix's games are dead ringers for the Zelda GBC games, but beneath the graphics is a minimal quest. DWM2 is really intended for completists who are deep into breed-and-battle RPGs, and the players who love catching 'em all for the sake of sport will love both versions of the game and the secrets they hold.

COMMENTS: Alan—It lacks the traditional charm and fun of a Dragon Warrior game. There's not much in the way of items, weapons or armor to find, so the entire game is really about nothing more than finding new and different critters. Jenni—The game has lots of breeding and a solid adventure. It's deep and complicated, and Pokémon fans who have already blown through Crystal might want to give it a try.

- Enix/32 Megabits
- 1 to 2 players simultaneously
- Over 300 monsters

ALAN ★★½
ANDY ★★★★
JASON ★★★½
JENNI ★★★★
JILL ★★★★½

EVERYONE — Mild violence. Mild language. CONTENT RATED BY ESRB

ALSO PLAYING THIS MONTH

GADGET RACERS
- Conspiracy/32 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (Multi-Pak only)
- 40 tracks



Conspiracy's Gadget Racers looks cartoony, but after one test drive, racing fans will realize that the cute, boxy cars deliver very real thrills and spills. Great handling and fun physics make skidding and swerving around corners a challenging test of driving prowess. Gassed up with cool, stylized graphics, multiplayer races, stiff competition, miles of unique tracks and tons to tinker with, Gadget Racers deserves to be one of the leaders of GBA racing Paks.

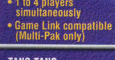




4½

BACKTRACK
- Telegames/32 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (Multi-Pak only)
- 12 levels

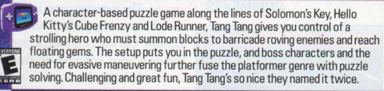
Taking its best shot at the first-person shooter genre, Telegames comes close to a bull's-eye with the GBA's first Duke Nukem-style run-and-gun game. The impressive rotating 3-D effects and butter-smooth movement keep the action on track, but the so-so action and puzzles will keep only big-time shooting fans coming back. Everybody else will want to set their sights on BackTrack's star attractions—its excellent multiplayer modes.





4

LEGO ISLAND 2: THE BRICKSTER'S REVENGE
- LEGO/64 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (Multi-Pak only)

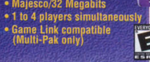


Don't confuse this with the GBC's simplistic LEGO Island 2 that came out several months ago. The GBA version of The Brickster's Revenge has been rebuilt block by block, and it's a far superior adventure. Every step of the way, you'll come across diverse arcade minigames (over 20!), snappy dialogue and madcap side quests. With tight controls and multiplayer competitions, LEGO Island 2 is well-constructed fun for all ages.



4

TANG TANG
- Take 2 Interactive/ 32 Megabits
- 1 player



A character-based puzzle game along the lines of Solomon's Key, Hello Kitty's Cube Frenzy and Lode Runner, Tang Tang gives you control of a strolling hero who must summon blocks to barricade roving enemies and reach floating gems. The setup puts you in the puzzle, and boss characters and the need for evasive maneuvering further fuse the platformer genre with puzzle solving. Challenging and great fun, Tang Tang's so nice they named it twice.



3½

F-14 TOMCAT
- Majesco/32 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (Multi-Pak only)

Turn and Burn: No-Fly Zone, the Super NES dogfighting game, is cleared for another takeoff in Majesco's reworking of it for GBA. F-14 Tomcat flies high with the same Mach-and-roll aerobatics, and the rapid-fire action delivers top-gun tension—especially in the very replayable Multiplayer Mode. Manual landings, mid-air refueling sessions and swarms of MiGs and fleets of subs to splash help F-14 Tomcat's flight soar above most arcade shoot-'em-ups.



3

MEN IN BLACK
- Crave/32 Megabits
- 1 player
- 2 playable characters
- 6 levels

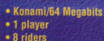


Based on an animated series that was based on a movie that was based on a comic book, Men in Black for GBA is a side-scroller based on almost every standard platform element around. As either Jay or Kay, you must climb ladders and ride lifts to hunt down alien scum. Unreliable play control and hit detection make your close encounters closer shaves than they should be, but MIB fans will love the game's attitude, unusual objectives and high-tech weapons.



2½

SNOOD
- Destination/32 Megabits
- 1 to 2 players simultaneously
- Game Link compatible (Multi-Pak only)





If you replaced the bubbles in Bust-a-Move with happy faces, you'd have Snood. Based on a popular computer shareware program, Snood challenges sharpshooters to fire color-coded ammo into matching groups of pieces to eliminate them. The setup is just like BAM, but Destination's puzzle game adds a few new power-up pieces and some decent graphics and sound. It's nothing new, but it's enough to tide over BAM fans with its precision puzzle game play.



2½

ESPN X GAMES SKATEBOARDING
- Konami/64 Megabits
- 1 player
- 8 riders

Choosing not to ape top thrasher Tony Hawk's Pro Skater, Konami's skateboarding game bails on bagging arcade collectibles and sticks with what ESPN's X Games are all about—extreme showmanship. Easy-to-bust tricks and combos galore are the highlights of the game, and slick jump-cut camera angles highlight the action at hand. The entire session is about tricks and big combos, and if you like tests of manual dexterity, X Games will keep your fingers busy.

2

MX 2002 FEATURING RICKY CARMICHAEL
- THQ/32 Megabits
- 1 player
- 24 riders
- 17 tracks

THQ lets the mud fly in a dirt bike race and stunt game starring supercross superstar, Ricky Carmichael. The ride's an exciting one since the steering is tight and the bevy of tracks snake every which way. A multiplayer race would've been nice, and the stunt work is limited, since you pretty much need to be airborne to bust them out. Still, MX 2002 makes the most out of what it delivers—plenty of ways to ride and plenty of places to do it.

2

STUART LITTLE: THE JOURNEY HOME
- Activision/8 Megabits
- 1 player
- 8 levels

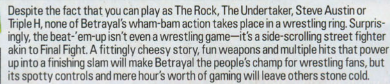


Just because Stuart Little: The Journey Home is meant for younger gamers who love the talking mouse's movie, don't dismiss Activision's platformer as some Mickey Mouse attempt at a game. Kid-friendly, but never insultingly easy, The Journey Home more than squeaks by with eight movie-based levels of side-scrolling action and vehicle racing. Cute graphics and storybook transitions make Stuart come alive, and the charm and variety of this game are sure to appeal to the tots like cheese to a mouse.



3½

WORLD WRESTLING FEDERATION: BETRAYAL
- THQ/8 Megabits
- 1 player
- 4 playable characters
- 6 levels



Despite the fact that you can play as The Rock, The Undertaker, Steve Austin or Triple H, none of Betrayal's wham-bam action takes place in a wrestling ring. Surprisingly, the beat-'em-up isn't even a wrestling game—it's a side-scrolling street fighter akin to Final Fight. A fittingly cheesy story, fun weapons and multiple hits that power up into a finishing slam will make Betrayal the people's champ for wrestling fans, but its spotty controls and mere hour's worth of gaming will leave others stone cold.







3

XENA: WARRIOR PRINCESS
- Titus/8 Megabits
- 1 player
- Game Link compatible
- Interacts with Titus's Hercules GBC Game Pak

She might have lost her show (and her head), but Xena lives on in a big quest. Like a modest, graphically bland version of Zelda, Xena takes a noble stab at adventure gaming with the usual maze roaming, swordplay and trading sequences found in the genre. The best part of the game is its quirky dialogue and the game's compatibility with Titus's Hercules: The Legendary Journeys Pak. Herc can journey to new areas in Xena's game and vice-versa, and that saves the game from being a Greek tragedy.





3

ROX
- Titus/2 Megabits
- 1 or 2 players simultaneously
- Game Link compatible
- GB, GBC and GBA compatible







Turning Tetris into a numbers game, Rox showers block-busters with dominoes in a daunting number-matching challenge. To clear lines, you must sandwich numbered pieces around other blocks, and the numbers on the end pieces must match the number of pieces in between. Rox is tough from the get-go since matching numbers and counting blocks isn't a second-nature task that lends itself to speed. Do the math: unless you're a left-brained thinker, the difficult premise won't necessarily equal fun.

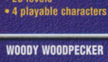






2½

THE LAND BEFORE TIME
- Conspiracy/8 Megabits
- 1 player
- 20 levels
- 4 playable characters



Some time between creating the game, Dragon's Lair, and the animated movie, *Titan A.E.*, animator Don Bluth created the dinosaur cartoon, *The Land Before Time*. Far from extinct, its Jurassic juveniles have inspired Conspiracy's 20-level side-scroller, and gamers can play as Littlefoot and three of his friends. Each dino has special abilities, and, aside from hopping across platforms, the game is about summoning the right character for the situation. Don't expect bronto-sized thrills—just breezy fun.





2

WOODY WOODPECKER
- DreamCatcher/8 Megabits
- 1 player
- 16 levels



After Knothead and Splinter are kidnapped, Uncle Woody takes wing on a 16-level rescue mission that'll lead him from the forest to a Mexican town to Buzz Buzzard Park. The generic side-scrolling action won't ruffle many feathers, but the areas are large and well laid out, stocked with plenty of items to collect, zany power-ups to wield and tricky areas to reach. DreamCatcher's game offers basic fun that's nothing to go cuckoo over, but it's at least as wacky and colorful as Woody's cartoons.





2

KEY

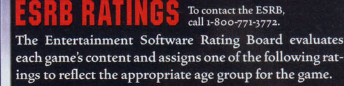


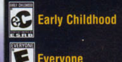
★★★★★ Wicked!!!! ★★★ A treat. ★ Ghastly!
★★★★ Monsterous Fun! ★★ Kinda scary. Boo!!!!

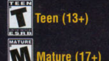
ESRB RATINGS

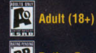
To contact the ESRB, call 1-800-771-3772.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.











Early Childhood — Teen (13+) — Adult (18+)
Everyone — Mature (17+) — Rating Pending

CRITICAL MASS

Each game's overall score is an average of *all* of the critics' scores. To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.



ALAN: · ANDY: · CHRIS: · DREW: · GEORGE: · JASON: · JENNI: · JILL: · OLIVER: · SCOTT: · SONJA:

COMING NEXT ISSUE . . .

Volume 150 November 2001

Luigi's Mansion™

Luigi's Mansion



Mario is missing, and it's up to Luigi to locate him inside the haunted halls of Luigi's Mansion for Nintendo GameCube. Be with us next month as we take the grand tour of Luigi's new digs.

Super Smash Bros. Melee Preview



It's mascot melee madness on the GCN! We'll go out of Peach's frying pan and into Bowser's fire breath to take a closer look at Super Smash Bros. Melee.

Super Monkey Ball



We'll really get the Monkey Ball rolling in November as we take a closer look at Sega's super silly party game for GCN. It's more fun than a barrel of monkeys!

Golden Sun



RPG fans, mark your calendars for November, when Nintendo Power takes a look at the highly anticipated Golden Sun for Game Boy Advance. The sun never sets on the Game Boy Advance's empire!

PLUS!

- MADDEN NFL 2002
- WAVE RACE: BLUE STORM
- *STAR WARS* ROGUE SQUADRON II: ROGUE LEADER
- HARRY POTTER AND THE SORCERER'S STONE
- WARIO LAND 4

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Volume 148 (Sept. '01): Mario Kart: Super Circuit, Mega Man Battle Network, NHL Hitz 20-02 Preview, Tony Hawk's Pro Skater 2 (N64), Jurassic Park III: Park Builder, Klonoa: Empire of Dreams, LEGO Bionicle: Quest for the Toa, Madden NFL 2002 (N64), Tomb Raider: Curse of the Sword, Nintendo GameCube Countdown, Advance Wars Preview, Dragon Warrior Monsters 2 Preview.

Volume 147 (Aug. '01): Super Street Fighter II: Turbo Revival, Fortress, Namco Museum, ESPN Final Round Golf 2002, Lufia: The Legend Returns—Part 2, Dragon Warrior III—Part 2 (GB), Pokémon Crystal, Nintendo GameCube Preview, Nintendo GameCube Titles Preview, Mario Kart: Super Circuit Preview, Tomb Raider: Curse of the Sword Preview.

Volume 146 (July '01): Tony Hawk's Pro Skater 2 (GBA), Castlevania: Circle of the Moon, Alone in the Dark: The New Nightmare, Bomberman Tournament, Dragon Warrior III (GB), Lufia: The Legend Returns, Tony Hawk's Pro Skater 2 Preview (N64), Super Street Fighter II Turbo Revival Preview, E3 Special Report—Part 2, Pokémon Crystal Preview, Password Secrets for Legend of Zelda: Oracle of Seasons/Oracle of Ages.

Volume 145 (June '01): Super Mario Advance, Rayman Advance, F-ZERO Maximum Velocity, Pinobee: Wings of Adventure, The Legend of Zelda: Oracle of Seasons/Oracle of Ages, Pitfall: The Mayan Adventure, Castlevania: Circle of the Moon Preview, E3 Special Report, Tony Hawk's Pro Skater 2 Preview (GBA).

Volume 144 (May '01): The Legend of Zelda: Oracle of Ages/Oracle of Seasons, Mario Party 3, Xena: Warrior Princess (GB), Indiana Jones and the Infernal Machine (GB), Super Mario Advance Preview, F-ZERO Maximum Velocity Preview, Dragon Warrior III Preview (GB), Rayman Advance Preview, 2000 Nintendo Power Awards Winners.

Volume 143 (Apr. '01): Dr. Mario 64, Pokémon Stadium 2—Part 2, Aidyn Chronicles—Part 2, Kirby Tilt 'n' Tumble, Magi-Nation—Part 2 , Game Boy Advance Launch, Mario Party 3 Preview, The Legend of Zelda: Oracle of Ages Preview, Indiana Jones and the Infernal Machine Preview (GB).

Volume 142 (Mar. '01): Pokémon Stadium 2, Paper Mario—Part 2, Aidyn Chronicles: The First Mage, Mickey's Speedway USA (GB), Magi-Nation, Warriors of Might and Magic, Scooby-Doo! Classic Creep Capers (GB), The Legend of Zelda: Oracle of Seasons Preview, 2000 Nintendo Power Awards Nominations.

Volume 141 (Feb . '01): Paper Mario, Mega Man 64, *Star Wars*: Episode I: Battle for Naboo, Player's Choice Series (Perfect Dark, Pokémon Stadium, Pokémon Snap, Super Smash Bros., Donkey Kong 64), Heroes of Might and Magic II, Hype: The Time Quest, Mario Tennis (GB), Pokémon Stadium 2 Preview, Magi-Nation Preview.

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